おおきく振りかぶって

Vol.13

ひぐちアサ

HIGUCHI ASA

アフタヌーンKC

アフタヌーン
KC605

おおきく振りかぶって ⑬

ひぐちアサ

講談社

9784063106053

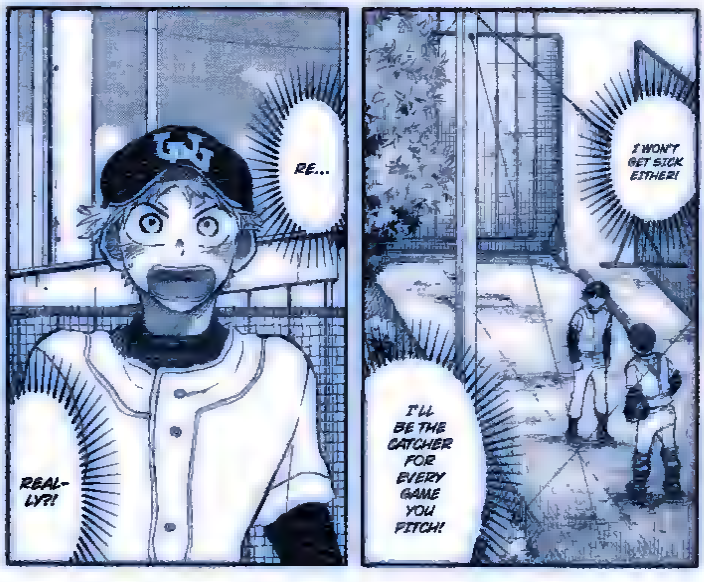
雑誌 55725-05

ISBN978-4-06-310605-3

C9979 ¥524E (0)

1929979005245

講談社
アフタヌーンKC
定価 本体524円（税別）



I WON'T GET INJURED FOR THREE YEARS!

UP UNTIL A MOMENT AGO.

I BELIEVED IT...

THAT FORCED PROMISE...

CHARACTER PROFILE
[キャラクター・プロフィール]

(1) NAME (2) BIRTHDAY (3) BLOOD TYPE (4) HEIGHT / WEIGHT
(5) POSITION (6) DOMINANT HAND (7) YEAR (8) FAMILY

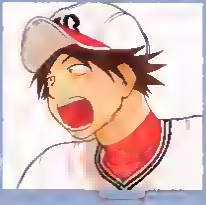
YOSHITO TAKENOUCHI

①竹之内善斗
(TAKENOUCHI YOSHITO)
② NOVEMBER 5TH
③ A
④ 175CM, 70KG
⑤ PITCHER
⑥ THROWS RIGHT BATS RIGHT
⑦ YEAR 3 CLASS 2
⑧ GRANDFATHER, FATHER, MOTHER, OLDER BROTHER

TAKUMI KASHIMA

①鹿島　匠
(KASHIMA TAKUMI)
② FEBRUARY 28TH
③ A
④ 170CM, 75KG
⑤ PITCHER
⑥ THROWS RIGHT BATS RIGHT
⑦ YEAR 3 CLASS 3
⑧ FATHER, MOTHER, LITTLE SISTER

YUU SAITOU



①斎藤　優
(SAITOU YUU)
② AUGUST 24TH
③ B
④ 180CM, 68KG
⑤ PITCHER
⑥ THROWS LEFT BATS LEFT
⑦ YEAR 2 CLASS 2
⑧ GRANDFATHER, GRANDMOTHER, FATHER, MOTHER, LITTLE BROTHER

CHARACTER PROFILE
【キャラクター・プロフィール】

(1) NAME (2) BIRTHDAY (3) BLOOD TYPE (4) HEIGHT / WEIGHT
(5) POSITION (6) DOMINANT HAND (7) YEAR (8) FAMILY

TETSUROU ISHIKAWA

①石川哲郎
(ISHIKAWA TETSURO)
② DECEMBER 8TH
③ AB
④ 164CM, 65KG
⑤ THIRD BASEMAN
⑥ THROWS RIGHT BATS RIGHT
⑦ YEAR 3 CLASS 3
⑧ GRANDMOTHER, FATHER, MOTHER, LITTLE BROTHER

KENTAROU KITAMURA

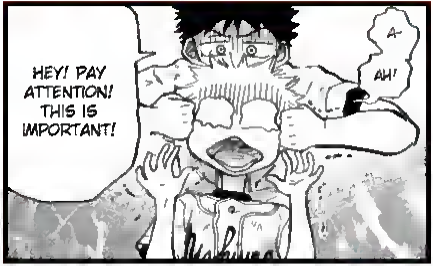
①北村謙太郎
(KITAMURA KENTARO)
② MAY 20TH
③ A
④ 170CM, 75KG
⑤ OUTFIELDER
⑥ THROWS RIGHT BATS RIGHT
⑦ YEAR 3 CLASS 3
⑧ FATHER, MOTHER, LITTLE BROTHER

TAKAMITSU MATSUSHITA

①松下貴光
(MATSUSHITA TAKAMITSU)
② MARCH 21TH
③ A
④ 183CM, 75KG
⑤ FIRST BASEMAN
⑥ THROWS LEFT BATS LEFT
⑦ YEAR 2 CLASS 1
⑧ FATHER, MOTHER, OLDER BROTHER

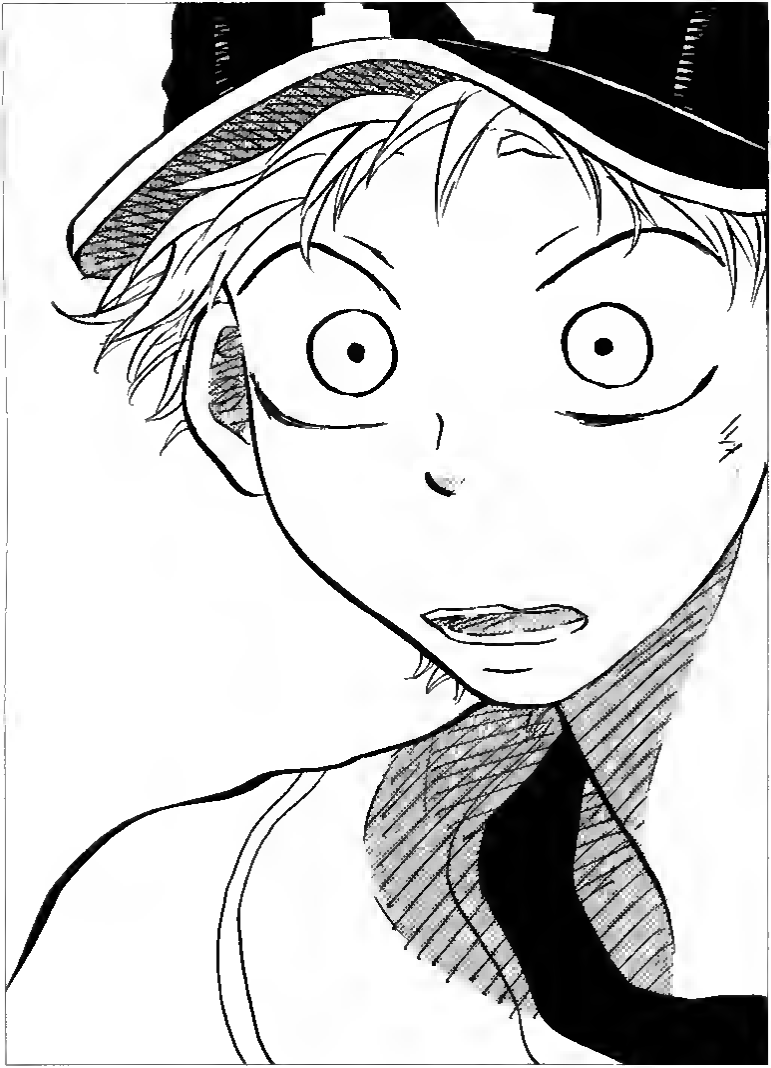
Nice Pitching!
Ookiku Furikabutte
manga scanlation team
http://community.livejournal.com/nice_pitching/

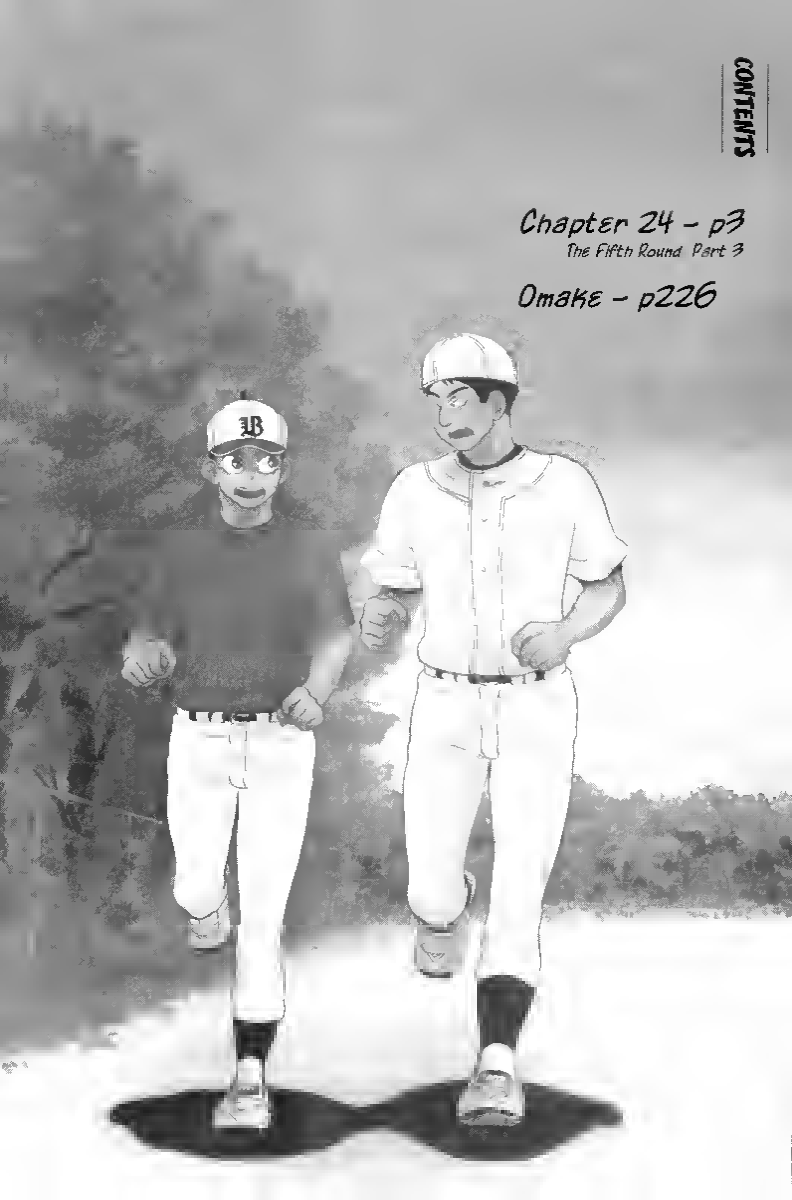
HELP WANTED!



Nice Pitching! is currently looking for **TRANSLATORS** to help us in our mission to continue bringing Oofuri to each and every fan! If you're interested in joining our team, please feel free to send an email to dveoit@gmail.com or leave us a comment!

http://communitylivejournal.com/nice_pitching/





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The Fifth Round Part 3

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NEARLY ALL OF THE STUDENTS MOVE ONTO THE HIGH SCHOOL DIVISION BUT...
DA- DA- DA-
DA- DA-
TOSEI HIGH SCHOOL'S BASEBALL CLUB IS QUITE PRESTIGIOUS AND HAS EVEN GONE TO KOSHIEN...
EVERY YEAR, DOZENS OF STRONG PLAYERS FROM OTHER SCHOOLS EVEN OUTSIDE THE PREFECTURE ENTER. IN THE END, THE "PRESTIGIOUS TOSEI HIGH SCHOOL BASEBALL CLUB" IS COMPOSED OF VERY FEW TOSEI JUNIOR HIGH ALUMNI
MA- KO- TO!
HIT IT! HIT IT!
BUT ITS JUNIOR HIGH BASEBALL CLUB IS NOTHING SPECIAL.
TAKII AND I WERE THE ONLY TWO IN OUR YEAR

EVEN THOUGH TAKII BUSTED UP HIS SHOULDER
pa— pa—
um— pa— pa—
um— pa— pa—
pa— pa— pa—
DURING THE FINAL JUNIOR HIGH TOURN-AMENT.
Chapter 24
The Fifth Round Part 3

MA-
KO-
TO!
WE STILL HAD A FOUR RUN LEAD THEN,
HIT A HOME RUN!
SO HE MIGHT HAVE DONE IT PARTIALLY TO KEEP THE REST OF THE TEAM FOCUSED...
COACH TOTALLY CHEWED ME OUT EARLIER.
SAYAMA
HIT A HOME RUN!
SCRAPE
SCRAPE
BUT IF I DON'T HIT HERE, I'LL SERIOUSLY LOSE FACE.
UM-
PA-
PA-
PA-
PA-
THE FIRST PITCHES OF BOTH MY PREVIOUS AT-BATS WERE BALLS
PAT
PAT
BUT IT'S GOING TO HURT IF SOMEONE CAN READ YOUR PITCH CALLING.
UM-
PA-
PA-
IF THIS GUY'S CONTROL IS FOR REAL, IT'S A FORMIDABLE WEAPON...

THEY'RE CHECKING TO SEE WHICH PITCHES I'LL GO FOR AND SUCH
WHA...?
MA-KO-TO!
IT'S PROBABLY AN IMPORTANT PART OF THEIR STRATEGY AGAINST ME, THE CLEAN-UP HITTER
shake
HIT A HOME RUN!
HIT A HOME RUN!
HIT IT!
HIT IT!
nod
MA-KO-TO!
DOES THAT MEAN...
IT WON'T BE A BALL?
DID HE JUST SHAKE HIS HEAD?
TENSE

URGH!
sfx: swish
HE'S NOT SHAKING HIS HEAD NOW
nod
MA-
KO-
TO!
SO IT SHOULD FOLLOW THE CATCHER'S PATTERN
SHOCK
DAMN IT. PAY ATTENTION
HIT A HOME RUN!
THOUGH I GET THE FEELING IT WAS OUTSIDE THE ZONE
I WASN'T ABLE TO CONFIRM THE POSITION OF THE MITT.

lift
1
SFX: whip
SFX: Swish
DID I JUST SWING AT TWO BALLS IN A ROW?!
HIT IT! HIT IT!
OUT-SIDE AGAIN!
um— pa— pa— ra—
THERE'S NO CHOICE— SWING
um— pa— pa— ra—
PAT
PAT
WHAT'S WRONG?
COACH.
MA- KO- TO!

DON'T GET CONFUSED BY A LITTLE HEAD SHAKING
NEVER SHAKING HIS HEAD WAS MUCH STRANGER
pa- ra-
..HE'S RIGHT
HIT IT!
HIT IT!
MA- KO- TO!
Snake
LIGH AGAIN!
um- pa- pa-
Nishiura

HIT IT!
HIT IT!
INSIDE CORNER'S A NO-GO SINCE I HIT A HOMER THERE
FOCUS ON THE BASICS
AND TAKING INTO ACCOUNT THAT I CAN FOUL OFF ANY PITCHES I DON'T LIKE...

sfx: swoosh
sfx: flinch
BASED ON THE SPEED, IT'S—
sfx: zoom
NOT A...
SHOOT!

sfx swish
sfx scrape
sfx whip
sfx waaah!
WAS THAT
THE STRANGE PITCH?
HE COULDN'T HIT IT!
HE...!
NICE PITCHING!
HE WENT FOR ALL THREE PITCHES
log

...IS AMA-ZING!
ABE-KUN'S PITCH CALL-ING...
jog
jog
Nish
IF THE HEAD SHAKING TRIPPED HIM UP...
BUT IT'S STILL NOT ENOUGH TO TELL ME...
rattle
rattle
rattle
COACH!
jog
IT'S ALL BECAUSE OF ARE-KUN
THEY ARE SO NICE
TENSE
Nishiura
OH!
WAY TO END THE INNING!
UH!
NICE PITCH-ING!
ALWAYS PRAISES ME
EVERY-ONE
RIGHT, LET'S CHANGE-OVER!
YEAH!

I'VE GOT...
TO LISTEN TO...
HIM
I SHOULD TRY...
TO APPROACH ABE-KUN CALMLY
HE...
GOT MAD AT ME EARLIER BUT...
I HAD MIHASHI SHAKE HIS HEAD BEFORE THE FIRST PITCH...
AND AS FOR THE CLEANUP...
scribble scribble
HAVE A SIGN FOR HIM TO SHAKE HIS HEAD?
SO, YOU...
!
BADUM
WE PITCHED HIM TWO SHOOTS THAT BECAME BALLS ON THE OUTSIDE.
HAD HIM SHAKE HIS HEAD?
scribble scribble
TO THE SAME SPOT AS THE SECOND PITCH
THE THIRD PITCH WAS A "FAST-BALL"...

WE JUST MADE ONE.
UH OH....
I WAS SICK OF MY PITCH CALLING BEING READ REPEAT-EDLY.
ONLY NODS?
glance
BADUM

I...
YEAH,
...I THOUGHT IT MIGHT HELP DECEIVE THEM A LITTLE
SINCE MIHASHI ONLY NODS HIS HEAD...
ALWAYS DO

sfx glint

EVERY TIME?!

OH.
YOU WERE THERE?
BADUM
BADUM
BADUM

HE'S SO INCREDIBLY ATTACHED TO PITCHING...
THAT I ASSUMED HE'D BE PARTICULAR ABOUT THE PITCH MIX AS WELL, BUT...
NOW THAT HE MENTIONS IT... HAVE I EVER SEEN MIHASHI-KUN SHAKE HIS HEAD?
I'D BETTER HAVE A WORD WITH THEM ABOUT THIS!
INSTEAD HE'S LEAVING IT COMPLETELY TO THE CATCHER?!
? ? ?
TWITCH TWITCH TWITCH TWITCH
SFX: fisting
YES!
SHUTTING DOWN THE CLEANUP WAS HUGE FOR US
4
5
IF I CAUSE THE PITCHER TO WITHER RIGHT NOW
IT'LL BE EVEN HARDER ON ABE-KUN.
AFTER THE GAME, OF COURSE
fuun
TOUT

KEEP IT UP
THROUGH THE LAST FOUR INNINGS!
RIGHT!
I THOUGHT SHE WAS GOING TO GET...
SPIN!
MAD
BUT
SHE DIDN'T SO
IT'S OKAY
IT'S OKAY
PITCH...
EXACTLY THE WAY I TELL YOU TO.
MIHASHI DOESN'T SHAKE HIS HEAD...
BECAUSE OF WHAT I SAID TO HIM THAT FIRST DAY.

A PITCHER HAS THE RIGHT TO SHAKE HIS HEAD!
SAYING THAT SORT OF THING TO A PITCHER IS JUST WEIRD
JUMP
MIHA-HI!
splosh
NOW HE'LL BARELY SHAKE HIS HEAD EVEN IF I TELL HIM TO
YOU DID WELL AGAINST THAT LAST BATTER.
!
POP
splosh

I HATE PITCHERS
WHO SHAKE THEIR HEADS.
STRAIGHTEN
YOU
BECAUSE!
A-
ABE-KUN, IT'S ALL THANKS TO...
I'M ABLE TO PITCH
LIKE YOU TELL ME TO!
AH.
WELL...
splash splash
HE DOESN'T SEEM UNHAPPY AT ALL
BIJO FAI SAYAMA HIGH SCHOOL
WILL BE MAKING A SUBSTITUTION
5 6
9 1 3 2
宮田 鹿島 松下 倉田
THERE'S NO NEED
WATER
GULP GULP
TO CHANGE THINGS NOW
SEE, I...
DIDN'T FORGET

TAKENOUCHI IS STILL PART OF THE LINE UP HUH
SUBSTITUTING FOR LEFT FIELDER KITAMURA KUN
SUBSTITUTING FOR PITCHER TAKENOUCHI-KUN
Right!
Whap
BRING THE BALLS IN!
FITCHER KASHIMA-KUN...
UNIFORM NUMBER 10
SO WHY NOT THIS TIME?
HE USUALLY GOES BACK TO THE BENCH,
TAKENOUCHI-KUN
swaash
sfx: whap
GLENCH
GLENCH
GLENCH

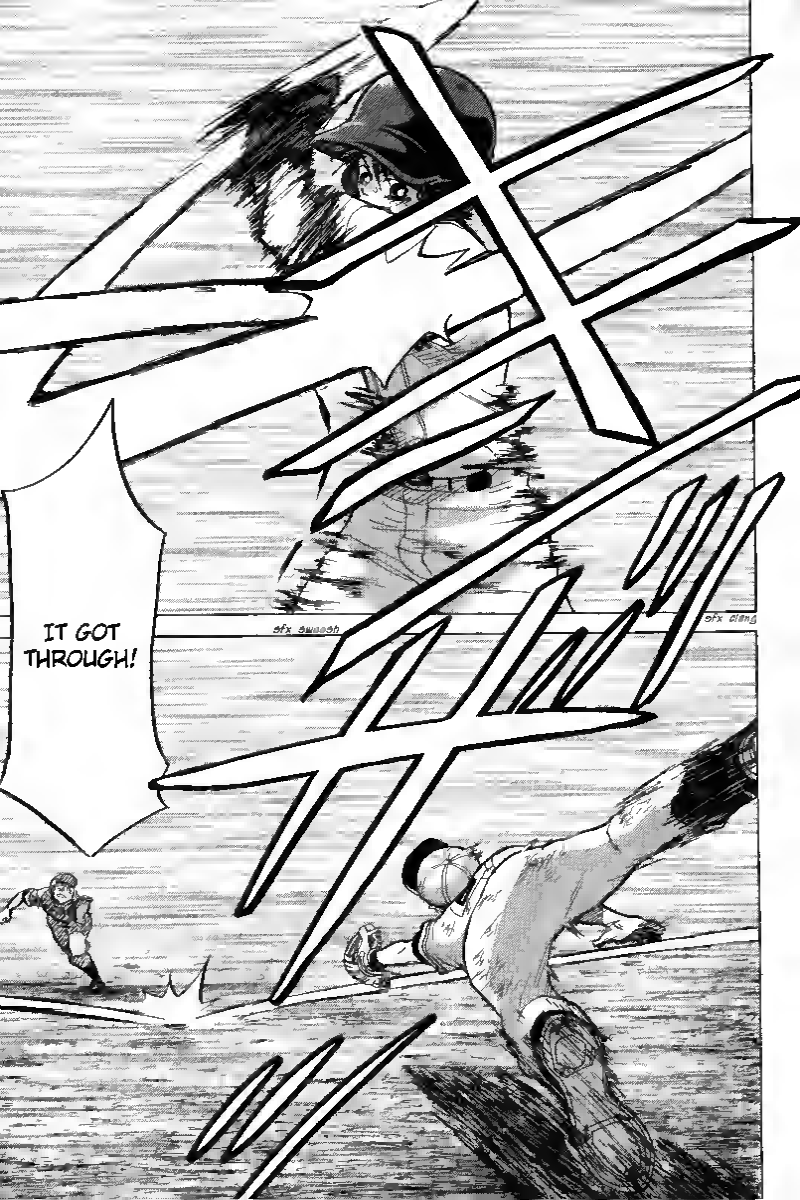
BOTTOM OF THE FIFTH INNING BATTING FIRST FOR NISHIUKA HIGH SCHOOL.
CENTER FIELDER, IZUMI-KUN
papapa
THAT MEANS WE'LL HAVE TO THINK FASTER TO COVER THE DIFFERENCE
READY!
papapa
BIJO'S SECOND PITCHER
HIS MAXIMUM SPEED IS 10KM/H FASTER THAN THEIR STARTER'S
GRIP
Nishiu
PLAY BALL!
TENSE
SAYAMA
BALL!
Whap

TAKE IT EASY!
papapa
THE REASON THIS GUY'S SPEED DOESN'T PUT HIM INTO THE STARTING LINEUP
IS BECAUSE OF HIS INSTABILITY.
papapa
SFX: fling
SWOOSH
IF IT'S IN THE ZONE, JUST HIT IT.
AND HIS STRIKES AND BALLS ARE OBVIOUSLY DIFFERENT
papapa
pa
ESPECIALLY WHEN HE'S GETTING STARTED, THE SPEED ISN'T QUITE THERE
SFX: clang
WITH ALL I'VE GOT!

#3
crick-
Pa-pa-pa-pa
SAYAMA
NICE SWING!
Papapaa
#3
paa
TENSE
SAYAMI
SPIKE WHEEP
BALL!
fling
TAKUMI ISN'T STARTING OUT WELL TODAY EITHER
THIS NEVER CHANGES NO MATTER HOW MUCH HE THROWS IN THE BULLPEN
If you can't hit it...

OH,
A BREAKING BALL, EH?
no one can
Papapa
TAKE IT EASY AND PITCH A SLIDER!
pat
pat
I WAS HOPING TO JUST DISH OUT FASTBALLS
Swing
SAYAMA
UNTIL MY ENGINE GETS STARTED
SEE?
IT'S 3-1 NOW
BALL!
CRICK
Para
Para
Para
SAYAMA
SFX: 3.6m
Fu
Thu
Oo

IF MY FASTBALLS WEREN'T GOING IN PROPERLY,
MY BREAKING BALLS WON'T EITHER, Y'KNOW
JUST BECAUSE IT'S 3-1 DOESN'T MEAN I'M GONNA WAIT FOR A BALL
I'M NOT GOING TO MISS A STRIKE!
NAOMASA ALWAYS GOT IT
WHY CAN'T TAKESHI?
I'LL GET A GOOD SWING AND GET IT THROUGH TO THE OUTFIELD!
papapa
Pa-Pa-Pa-Pa
Pa-Pa-Pa
LIFT
GUP
AMA

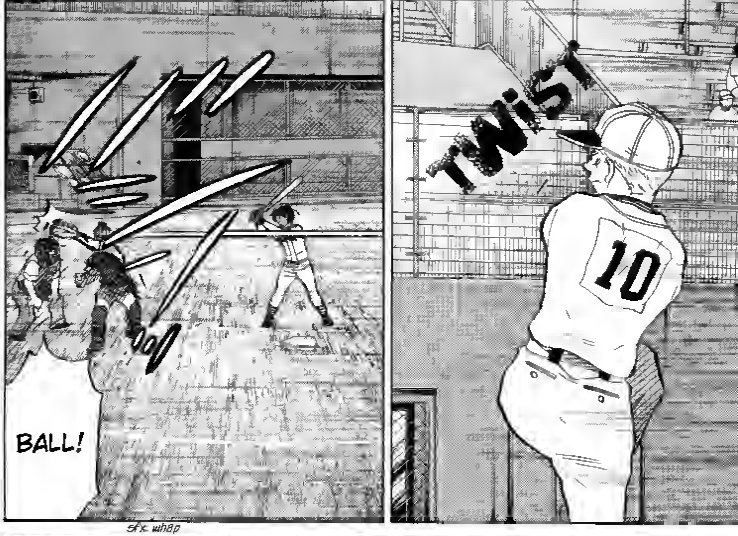

IT GOT THROUGH!
sfx swoosh
sfx clang

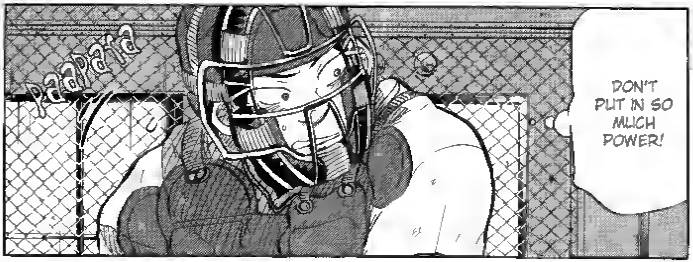
Nice batting!
PaaPaaPaa
YES!
YES!
Paa'ta
papa'a
ALL TOGETHER NOW!
Nishiura
DON DON
THANKS!
NICE BATTING!
Pull
paapaapaa
I'LL DO IT FOR YOU WHEN IT'S YOUR TURN THOUGH.
AH, I... SEE.
SHOW SOME RESTRAINT THIS TIME, OKAY?
I'M ONLY NERVOUS DURING MY FIRST AT-BAT.
HUH?
NAH
DID YOU DO "THAT"?
I'LL BE PLEASED TO DO IT NEXT TIME, YOU...
twitch
Para

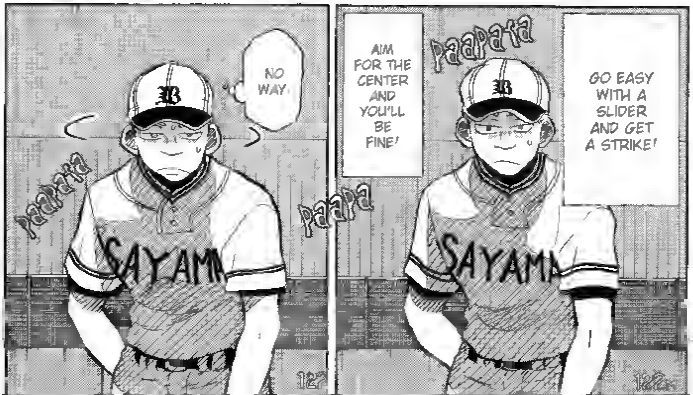
BATTING SECOND SECOND BASEMAN SAKAEGUCHI-KUN
UNIFORM NUMBER 4
READY!
IT'LL BE AGAINST ICHINOJAI-FUZOKU OR RANZAN
THE SIXTH MATCH IS THE DAY AFTER TOMORROW
CONSIDERING THIS SHOWING I'LL BE TOO SCARED TO USE TAKUMI EVEN IF WE GET SEVERAL RUNS AHEAD
pappara
DON DON DON
TAKUMI'S STARTING PERFORMANCE CAN'T BE CHANGED EH?
pappara
pappara
SAYAMA
THE CLOSER IT GETS THE MORE I HUNGER FOR IT
THE TOP 8
paapapa
PITCHER, LET HIM HIT IT!
IF WE'RE GOING TO PULL THROUGH WITH ONLY YOSHITO AND YUU
paapa
paapapapa
WE'LL SIT TIGHT AND USE TAKUMI AS LONG AS POSSIBLE.
I WANT YUU PITCHING AS LITTLE AS POSSIBLE TODAY TO PRESERVE HIS SHOULDER.
paa

GIVE US YOUR BEST, TAKUMI!
TENSE
FIRST!
PAP
SLIDE

I think I'm in Love!
SAKAE-GUCHI-KUN IS JUST SO DEPENDABLE-
ONE OUT, RUNNER ON SECOND
CLAP
CLAP
CLAP
CLAP
CLAP
SO GET THOSE RUNNERS ON BASE WHILE WE CAN AND SCORE SOME RUNS!
pat
pat
KASHIMA-KUN USUALLY STARTS GETTING FIRED UP AFTER FOUR TO FIVE BATTERS,
paaa
UNIFORM NUMBER 6
THIRD BATTER HUH
BATTING THIRD SHORTSTOP SUYAMA-KUN
SAYAMA
biod
paaa
paaaaaa
TAKE THIS CHANCE TO GET A HIT!
ONCE HE'S ON FORM HIS PITCHES GET UP TO THE HIGH 130S
paaaaaa


BALL!
SFX: whap
TWIST
10

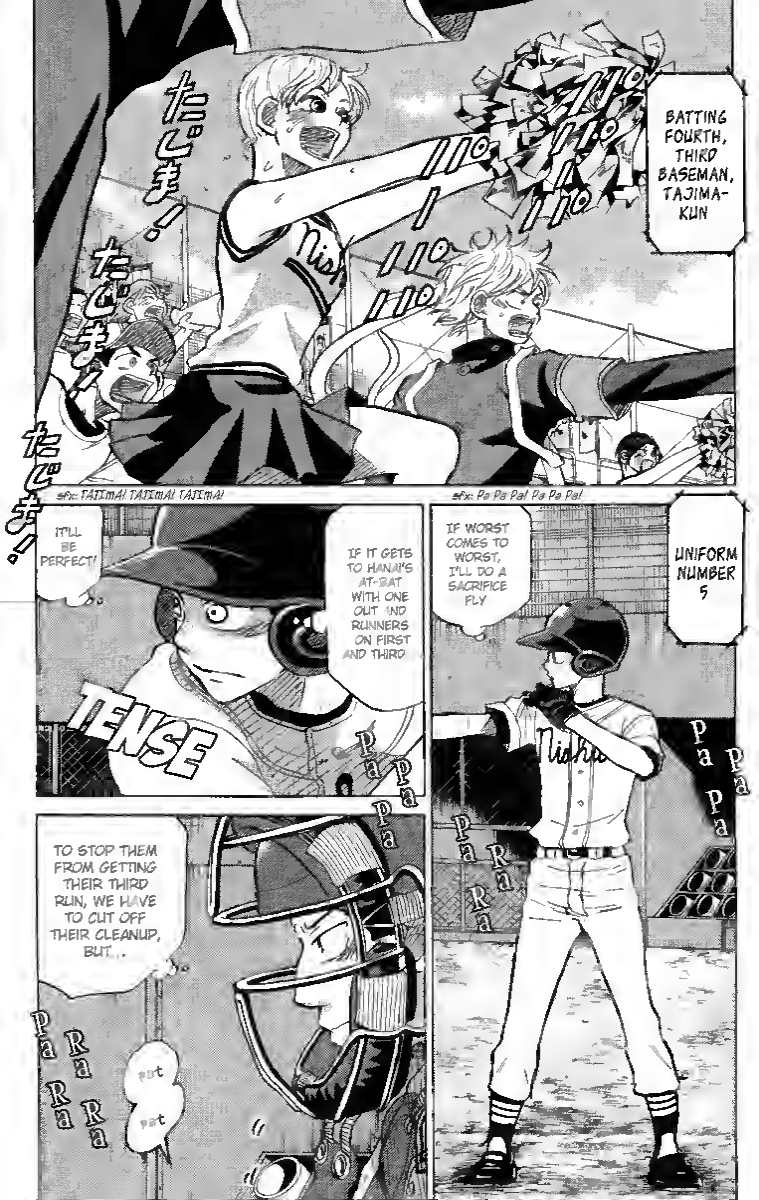

paapata
DON'T PUT IN SO MUCH POWER!


NO WAY.
paapata
SAYAMA
paapa
AIM FOR THE CENTER AND YOU'LL BE FINE!
paapata
GO EASY WITH A SLIDER AND GET A STRIKE!
SAYAMA
!

FIRST BASE IS EMPTY ANYWAY.
JUST LET ME THROW WITH ALL I'VE GOT FOR A WHILE.
IF I DO THAT
I'M TRYING TO HELP YOU WARM UP HERE
SHAKING YOUR HEAD
PAT PAT
PA RA RA
WELL,
COME ON
NOD
SUYAMA!
SFX: LIFT
IT'LL START MY ENGINE!
SFX: CLENCH
SFX: SWOOSH

PAD
sfx CLANG
LEFT FIELD!
sfx THUD
YES!

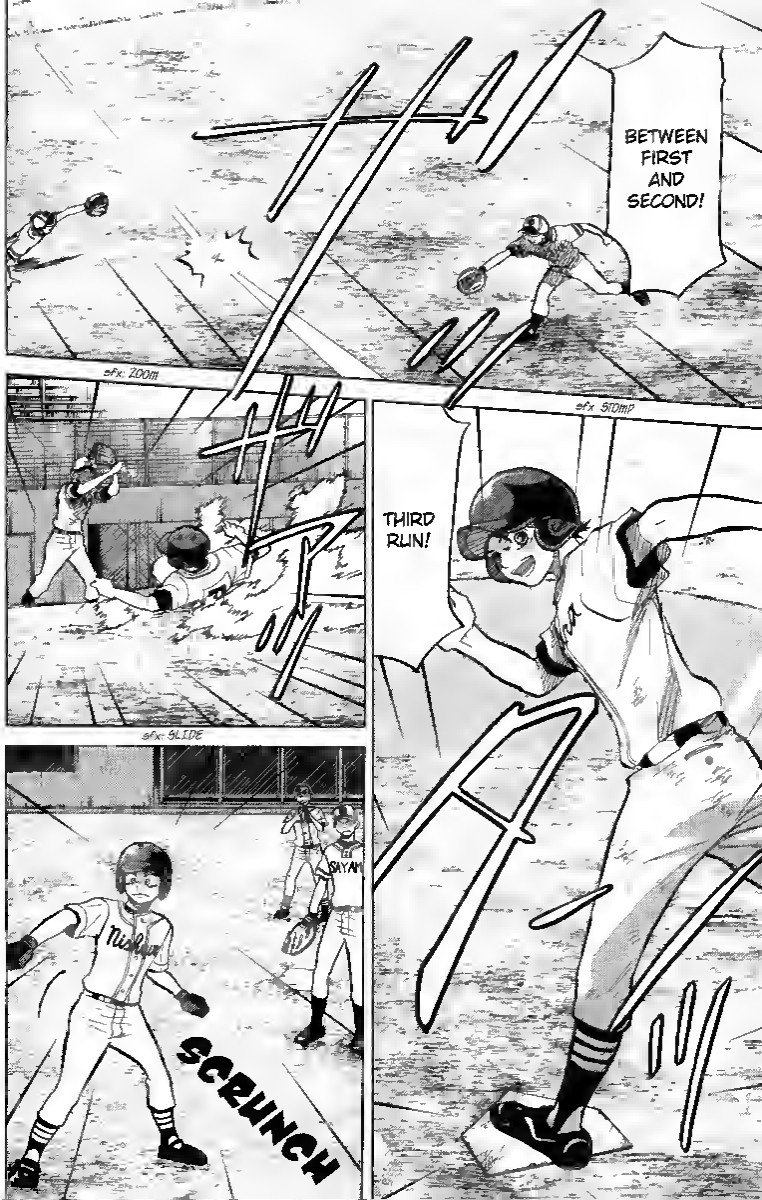
LET'S BRING YOU HOME!
YOU BET!
NICE BATTING!
Pa Pa Pa
OH BOY.
Pa Pa Pa
DON DON
SAYAN
ONE OUT, RUNNERS ON FIRST AND THIRD, AND THE CLEANUP'S UP, HUH
PAP
SECOND BASE AND SHORTSTOP HAVE COME FORWARD A BIT TO PREPARE FOR A DOUBLE PLAY.
FIRST AND THIRD BASES HAVE MOVED TO GUARD THE LINES
2 TO 5, A THREE RUN DIFFERENCE IN THE MIDDLE OF THE GAME
DON
BRINGING FIELDERS IN JUST TO PROTECT AGAINST THE THIRD RUN ISN'T AN OPTION
Don't worry about that hit, Takumi!
SO NATURALLY
THEY'RE FOCUSED ON PREVENTING A FOURTH RUN.


BATTING FOURTH, THIRD BASEMAN, TAJIMA-KUN
たじま!
たじま!
たじま!
Nishi
sfx: TAJIMA! TAJIMA! TAJIMA!
sfx: Pa Pa Pa! Pa Pa Pa!
UNIFORM NUMBER 5
IF WORST COMES TO WORST, I'LL DO A SACRIFICE FLY
IF IT GETS TO HANAI'S AT-BAT WITH ONE OUT AND RUNNERS ON FIRST AND THIRD
IT'LL BE PERFECT!
TENSE
Pa Pa Pa
Pa Ra Ra
TO STOP THEM FROM GETTING THEIR THIRD RUN, WE HAVE TO CUT OFF THEIR CLEANUP, BUT...
Pa Ra Ra
sst
sst

TWIST
Pa Pa Pa
ALL I CAN DO IS SET UP ON THE OUTSIDE AND LET HIM THROW HOW HE LIKES!
Pa Pa Pa Pa
Ra
SFX: THUD UD!
Tajima!
A BALL IS FINE,
BUT AT LEAST TRY TO MAKE IT LOOK LIKE IT ISN'T ONE.
Tajima!
Tajima!
I'LL JUST USE THE CLEANUP TO WARM UP MY SHOULDER MORE!
THE CLEANUP MIGHT BE GOOD, BUT HE CAN'T HIT IT DEEP.
THANKS
EVEN IF I DON'T PLACE IT WELL AND GET HIT, THAT'LL ONLY TURN ONE RUN.
PAP
Pa Pa Pa

LOW AND OUTSIDE
GO IN!
sfx: SWOOSH
TOO EASY!
HM!

HE HIT IT!
5


BETWEEN FIRST AND SECOND!
sfx: ZOOM
sfx: STOMP
THIRD RUN!
sfx: SLIDE
SCRUNCH
BRYAN

ONE OUT, RUNNERS ON FIRST AND THIRD.
5 TO 3
pa pa pa pa pa pa pa pa DON DON DON
kyaa!
waah!
pa pa DON
fuu
CRICK
TAKUMI!!!
JUMP
IT'S TOUGH TRYING TO TALK TO HIM FROM THE OUTFIELD
pa pa pa pa DON
pa pa pa pa DON
GET SERIOUS ALREADY!
SO THEY WON'T HIT OFF YOU!
NAOMASA

OH WELL I'M SURE TAKESHI WILL...
HUH?
Pa Ra Pa
NOW THERE'S A TWO-RUN LEAD.
Pa Ra Pa
AREN'T YOU GOING TO SAY ANYTHING TO TAKUMI?!
HEY
Pa Ra Pa
I'M FINE WITH A SACRI-FICE FLY
Pa Pa
WE'RE COUNTING ON YOU, HANAI-KUN!
Pa Ra Ra
SCORE US ANOTHER RUN!
Pa Pa
I'LL GET US AT LEAST ONE MORE RUN BEFORE THAT PITCHER GETS INTO A GROOVE!

HANAI-KUN, IF YOU CAN GET US RUNS,
WE CAN WIN!
PRESSURE
PLONK
RP
E
I CAN DO THIS!
FLIP
THAT FOURTH RUN!
I'LL GET US ..
TENSE
SFX: SWOOSH

sfx CLANG
WHAP
A FLY!

GO!
sfx: WAAH!
sfx: DASH
FOURTH RUN!

COME ON.
Pa Pa Pa
SAYAMA
ONCE YOU GET HIM PUMPED UP, TAKUMI PITCHES EVEN BETTER THAN YOSHITO!
Pa Ra Ra
DON'T LET THEM KEEP HITTING HIM, TAKESHI!
NOW IT'S A ONE RUN LEAD
Pa Pa Pa Pa Pa
DON DON
Pa Ra Ra
TAKUMI
IF IT'S THIS HARD TO GET YOU STARTED...!
PAP
IF YOU HAD JUST PITCHED THAT SLIDER WITHOUT SHAKING YOUR HEAD...!
Pa Ra Pa
TAKUMI!
ERP!

I SHOULD HAVE CALLED FOR A BALL..
FOR THE FIRST PITCH AGAINST THE FIFTH BATTER.
SORRY!

AND YOU WERE PITCHING FIREBALLS IN THE BULLPEN TODAY.
YOUR SHOULDER SHOULD BE JUST ABOUT WARMED UP, RIGHT?

...OH.
NO PROBLEM.
CLICK

GIVE IT YOUR ALL!
BADUM
ONCE YOUR SHOULDER'S READY, THEY WON'T BE ABLE TO HIT OFF YOU ANYMORE!
SAYAMA

JOG
RIGHT!
SFX: HAN/I!!
THANKS!
SLAP
NICE GOING, NUMBER FIVE!
SLAP
FOURTH RUN!
SLAP
NICE GOING!
6
4
8
PMEE
dance
?!
OH!
WHY DOES HE ALWAYS HAVE TO SHRINK UP LIKE THAT...?!
twitch
twitch
twitch
NOT AGAIN

Please don't look so happy over something like that!
EH
WE'RE
BUZZ
WHOA!
SLAP
9

sfx: ALL RIGHT!
NOW THERE'S NOTHING TO BLAME ABE-KUN FOR, RIGHT?
WE'RE UP TO FOUR RUNS.

sfx: WHAP

AFTER GIVING UP THOSE CONSECUTIVE RUNS HE FINALLY GETS ONE IN THE ZONE
I WONDER WHAT I WOULD HAVE DONE.
THE CATCHER MUST HAVE SAID SOMETHING GOOD.
UMPA PA PA RA
UMPIRE
OH,
THAT ONE FELT GOOD
SAYAMA
STRIKE!
O! KI!
HIT IT!
HIT IT!
SFX: SCRAPE
AND MITSURU WOULD PROBABLY BE PRETTY PISSED, SO...
IF IT WERE JUNTA, I MIGHT HAVE STIRRED UP HIS COMPETITIVE SPIRIT
FOR MINE-CHAN, I'D JUST HAVE LAID THE PRAISE ON THICK.
HIT IT!
...
WHAP
STRIKE!
O! KI!

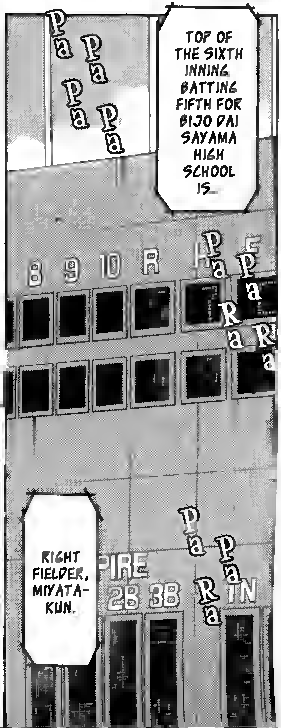
BEING HERE ON THE FIELD...
IS...
I SHOULD GO BACK...
TO CRAM SCHOOL
WAAH!
I'M JUST GOING TO END UP CATATONIC FOR DAYS ALL OVER AGAIN.
STARTING TO MAKE ME JEALOUS.
SCRAPE
SCRAPE
SCRAPE
SCRAPE
SCRAPE
SCRAPE

...

YAMA

sfx CLANG

YES! HE GOT ON BASE!


TOP OF THE SIXTH INNING. BATTING FIFTH FOR BIJO DAI SAYAMA HIGH SCHOOL IS...
Pa Pa Pa
8 9 10 R
Pa Pa Ra Ra Ra
Pa Pa Ra
IRE
2B 3B
IN
RIGHT FIELDER, MIYATA-KUN.

CLUNK
BATTING SIXTH, PITCHER, KASHIMA-KUN...
pa pa pa pa pa pa pa pa pa pa
DON DON
CLUNK
IT JUST KEEPS GOING UP SOMEHOW
I'M SORRY
pa pa pa pa pa pa
grip
ALL RIGHT
I'LL HIT AND ADVANCE THE RUNNER.
pa pa pa pa pa pa
THEY MUST EXPECT THEM TO BE RELIEVED BEFORE THEY GET USED TO IT
THEY KEEP THROWING THAT PRECIOUS, QUIRKY PITCH TO OUR PITCHERS...
pa pa pa pa pa pa
PAT
PAT
SAYAMA

WAH?
shake
Takumi!
Hit a home run!
I LIKE THE INSIDE, SO IF HE PITCHES THERE, IT SHOULD BECOME A BALL
Pa Pa Pa
...BUT THAT PLAN'S SORT OF BEEN REVERSED NOW, SO...
HE SHOOK HIS HEAD. SO THAT'S OUT THE WINDOW?!
OR NOT?
UH ?
Takumi!
sfx: SWOOSH
ARGH! SCREW IT!
sfx: WHAP
sfx: SWISH
I'LL HIT WHATEVER!

GET ON BASE!
TAKA-MITSU!
4
sfx: SCRAPE
sfx: PAP
SEVENTH BATTER, MATSU-SHITA
sfx: CLANG
PAP
Fling
6
Note: A 4-6-3 double play: between second-short-first.
sfx: PAP
3
OUT!
Fling

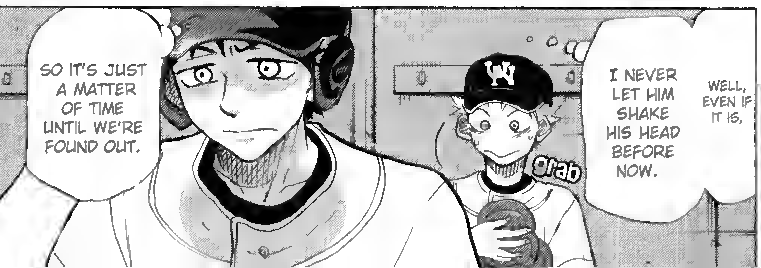
STAND
GUESS I'LL HEAD BACK
SLIDE
HUH?
TOILET.
SFX: DON DON!
SFX: WAAH!
ROKA-SAN JUST WENT TO THE BATHROOM, THAT'S ALL
HE'LL BE RIGHT BACK SO DON'T LOOK SO TENSE.
WHY DIDN'T HE JUST GO AFTER THE FIFTH INNING DURING GROUND MAINTENANCE?
KURATA?

I'LL STICK AROUND UNTIL ROKA-SAN GETS BACK
AH, WELL
Slip

Rattle
He He!
THANKS

BALLS IN!
Rattle
Rattle

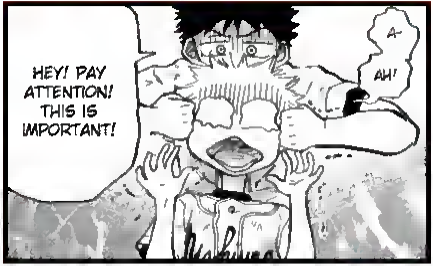
WE ENDED THIS INNING AFTER THREE BATTERS
IS THE HEAD SHAKING REALLY WORKING?


SO IT'S JUST A MATTER OF TIME UNTIL WE'RE FOUND OUT.
Oiiab
I NEVER LET HIM SHAKE HIS HEAD BEFORE NOW.
WELL, EVEN IF IT IS,

SO DON'T EVEN THINK OF GETTING HIT JUST SO YOU CAN GET ON BASE!
YOUR RECKLESSNESS SCARES ME.
NOD
NOD
NOD
NOD
OKAY THEN...
UH!
MIHASHI!
OH, I ALMOST FORGOT
JUMP
IT'D BE SERIOUSLY BAD IF ONE OF KASHIMA'S BALLS HIT YOU,
RUSH
ARGH, DON'T PUT A FIRE-CRACKER PITCHER WITH NO CONTROL IN THE GAME
WHAT IF YOU HIT OUR PITCHER
BOTTOM OF THE SIXTH INNING BATTING SEVENTH FOR NISHIUKA HIGH SCHOOL
CATCHER, ABE-KUN
UNIFORM NUMBER 2
SCRAPE

Nice Pitching!
Ookiku Furikabutte
manga scanlation team
http://community.livejournal.com/nice_pitching/

HELP WANTED!

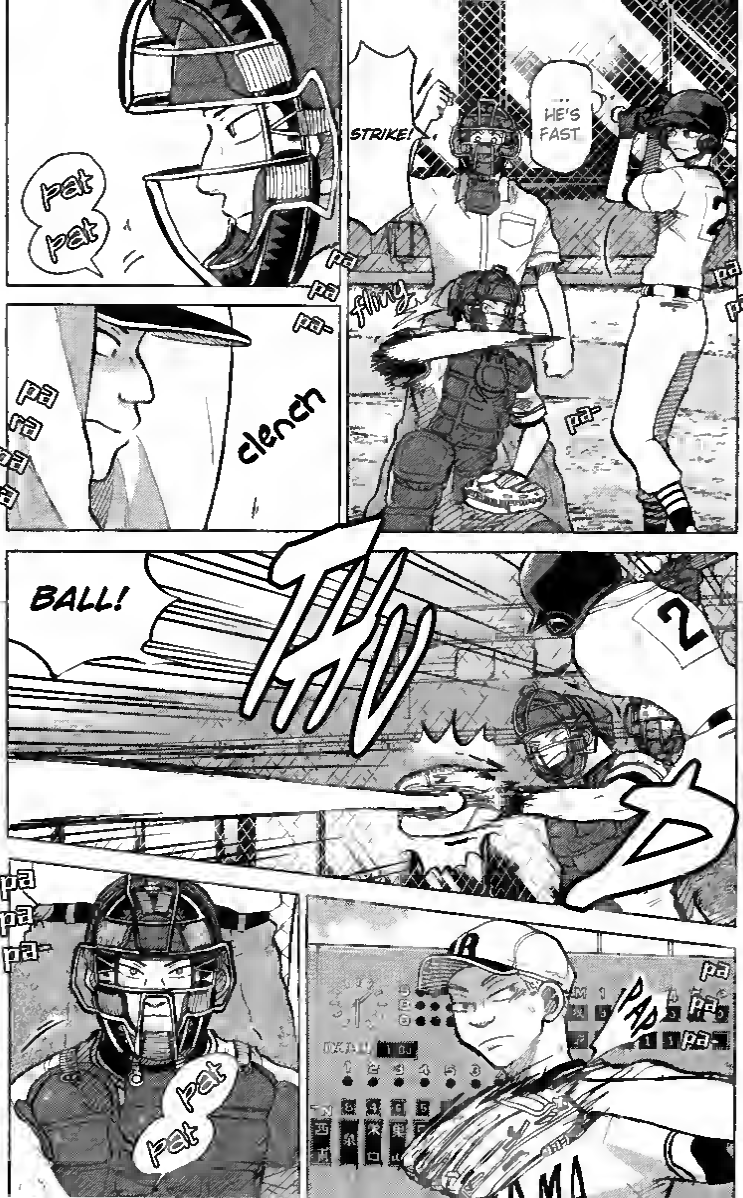


Nice Pitching! is currently looking for **TRANSLATORS** to help us in our mission to continue bringing Oofuri to each and every fan! If you're interested in joining our team, please feel free to send an email to dveoit@gmail.com or leave us a comment!

http://communitylivejournal.com/nice_pitching/

...
ACK!
HM?
SPREAD
YEAH! DO IT!
GET ON BASE ABE
I'LL BACK YOU UP!
OKAY!
MIIIIZU-TANI! DON'T YOU WANT THAT?
OH!
ALL RIGHT!
tense
I KNOW WHAT I TOLD MIHASHI, BUT...
I'M GETTING ON BASE EVEN IF I HAVE TO GET HIT!
pa pa pa-
IT'D BE EASIER TO SCORE OFF THE SECOND PITCHER RATHER THAN THEIR CLOSER
TWO RUNS TO GO.
pa pa pa-
BEFORE THE GAME WE THOUGHT
TA JI—
OOH!!
HAHAHA

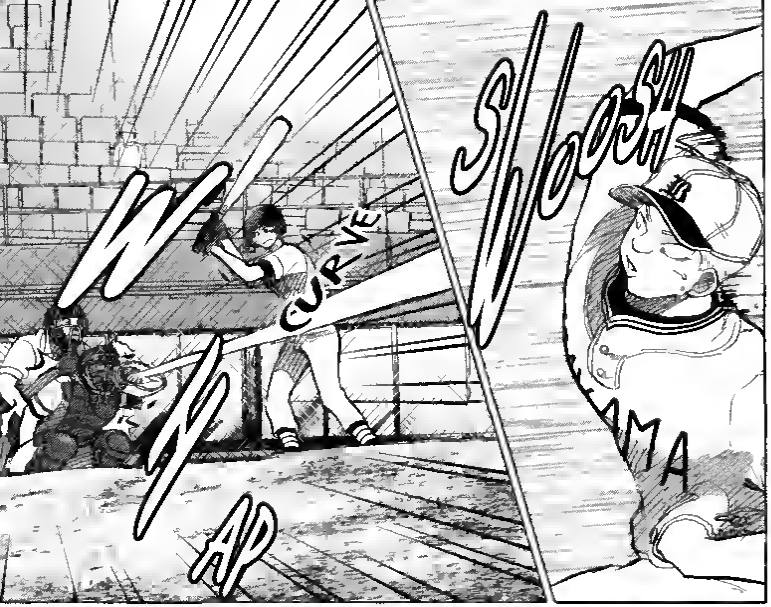
SMACK
clench
13
para para ra


pat
pat
pa
pa
pa-
STRIKE!
...
HE'S
FAST
filmy
pa-
pa
pa-
pa
ra
pa
ra
clench
BALL!
pa
pa
pa-
pat
pat
pa
pa
pa-

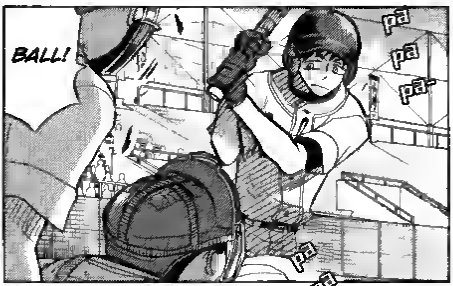
pa
ra
pa
ra
10
SWISH
SWISH
It
How can't
AM I IN TROUBLE HERE?
nice pitching!
hit it.

clen
ch
I CAN'T AFFORD TO SWING AT BALLS.
no one
tense
can!
GOOD EYE! GOOD EYE!
pa pa pa-
fling
ALL RIGHT, ALL RIGHT! IT'S 2-2!
pa pa pa-
BALL!
Smack

stare
pa pa pa-
pat
pat
UMPIRE
谷口
塚坂
東
三井
美丞大
pa ra pa ra
PAP
HMM
par
pa pa pa-
NOD
pa ra pa ra
SAY AMI
TWIST
TWIST
GRIP
clench
2
LIFT
pa-

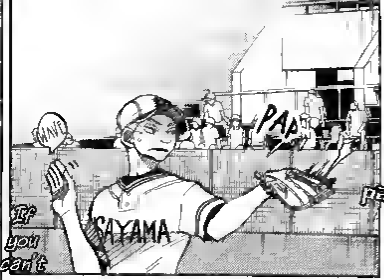

WHIP
CURVE
SLOOSH
AMA

THAT'S THE WAY!
GREAT SPOT!
fling
pa-
ra
pa
-ra

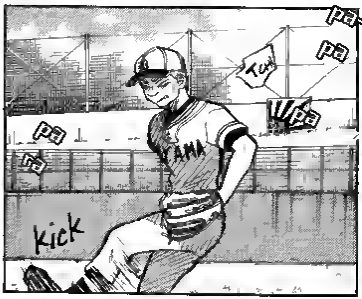

BALL!
pa
pa
pa-

pa
pa
pa-
GOOD THING I DIDN'T GO FOR IT...
CLOSE ONE

tense
SAYAMA
Kita-


PAP
pa-
If you can't
SAYAMA

YOU PITCHED THAT SLIDER WITHOUT SHAKING ME OFF.
TAKUMI


pa-
pa
kick

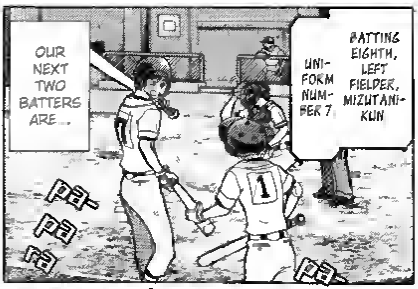
BALL!
SMACK

Good eye!
scrunch
Good eye!
pa-
pa-

Let's go, pitcher!
LET'S CHALLENGE THE BATTER!
HAHA, OKAY THEN!
pa-
RATTLE
RATTLE

YOUR SAVAGERY'S AT A PERFECT LEVEL RIGHT NOW!
IT'S OKAY, IT'S OKAY.
pa-
pa-

DON'T CALL ME A SAVAGE!
pa


OUR NEXT TWO BATTERS ARE...
UNIFORM NUMBER 7
BATTING EIGHTH, LEFT FIELDER, MIZUTANI-KUN
pa-
pa
ra
pa-
1

WE GOT A RUNNER ON BASE, BUT...
pa-
pa
ra
ra
pa-
clack

SO I'LL LET HIM TRY HITTING HERE
WELL, IN ANY CASE, MIZUTANI-KUN HAS TWO HITS TODAY,
If thinking meant a hit I'd have them all doing it
pat
pa
ra
pat
pat

Ser
se
READY!
OKAY!
pa-
pa
ra
Nishiura
I'LL MAKE THEM SAY "NICE BATTING" AGAIN!
pa
ra
ra
ra
Sya
ZOOM
SO IT MUST BE SLOWER THAN THE PITCHING MACHINES RIGHT?
IT CAN'T HAVE BEEN 140KM/H,
pa-
pa
ra
STRIKE!
HOW FAST WAS THAT?
nice ball!
Fling
pa-
pa
ra

BUT ACTUALLY HAVING A PITCHER THROW IS...
10
SFX SWOOSH
SFX ZOOM
STRIKE!
SFX SMACK!
HE'S NOT GOING TO MISS!
AH, IT DOESN'T LOOK GOOD.
Pa-
ra
ra-
Pa-
Pa
Pa
SCARY.

SWING

I...
I CAN'T HIT IT IF I DON'T SWING!
"NICE BATTING" MIZUTANI, SWITCH ON!
SQUEEZE

sfx swish
...
NOTHING
I'M TOO NERVOUS TO BE TICKLISH..

sfx smack
BEFORE!
HE'S FASTER THAN
CLOSE!
CLOSE!
IT WAS HIGH!
AHH!
JERK
shiii

... OKAY!
THOSE PITCHES COULD BREAK BONES.
DON'T GET HIT
PAT
WITH A SWING LIKE OURS YOU HAVE TO START GOING THE SECOND HE THROWS
THE SE-COND ...
MIHA-SHI!
7

ONE OUT! INFIELDERS GET READY FOR A DOUBLE PLAY!
WHAT'D HE THANK ME FOR?
?
DID I HEAR WRONG?
SCHUCH
SCHUCH
1
TH-
AN-
KS.
Izumi
WHAT HAPPENED, "NICE BATTING"?
SHUT UP!
HUH?
PAT
THERE'S NO WAY MIHASHI CAN GET A REAL HIT HERE
PAT
6
7
8
ぴよ
THEY WORRY ABOUT ME
IT MAKES ME HAPPY THAT
THEY DO IT BECAUSE I'M USEFUL
SO I CAN STAY USEFUL!
I HAVE TO MAKE SURE NOT TO GET INJURED
GRIP
A BUNT!

MAKE SURE YOU DODGE IF IT VEERS INSIDE!
THIS GUY'S THE PITCHER, AND HE'S BATTING LEFTY.
UNIFORM NUMBER 1.
BATTING NINTH, PITCHER, MIHASHI-KUN.
NO!
Pa-Pa-ra
Pa-Pa-ra
SFX: SWOOSH
HIGH AND STRAIGHT DOWN THE MIDDLE
AMA
Pa Pa Pa
SO LOUD
SFX: ZIIOOOM!
BALL!
SFX: SMACK!

DOES MIHASHI-KUN'S BATTING STANCE
MAKE PITCHING TO HIM MORE DIFFICULT?
GO, MI-HA-SHI!
SAKAMA
SFX: SWOOSH
SFX: SMACK!
SFX: PULL
PA-
PA
RA
STRI-KE!
PAT
YOU'RE NOT CUTE THAT WAY, EH?
OH WELL, IT CAN'T BE HELPED IF MIHASHI-KUN FAILS TO MAKE A BUNT TOWARDS FIRST
PA
PA
PA
RA

WE WILL SCORE
Pa-
Pa
BLINT!
Pa-
Pa
ra
I NEED TO GET
THE RUNNER TO SECOND FOR IZUMI-KUN
SFX: SWOOSH!
SFX: CLANG
TWO MORE RUNS!

TOO HARD!
URK!
PAP
OUT!
FLING
STAMP
SECOND!
PAP
SCRAMCH
sfx: pap
FLING
SKID
SCRAMCH

LET'S CHANGE-OVER!
WORST CASE SCE-NARIO!
OUT!
I SHOULDN'T HAVE HAD HIM TRY TO MAKE CONTACT...!
Right! 16
YES!
sfx: waaah!
NICE PITCH-ING!
..
THERE'LL BE OTHER CHANCES!
DON'T SWEAT IT!
YOU'RE OUR ACE!
!
PAT
SHOULD I COMMENT ON HOW TOUGH THOSE PITCHES LOOKED?
NICE ONE, SHORT!
C'MON, I KNOW YOU'RE DEPRESSED BECAUSE OF THE DOUBLE PLAY
BUT YOU'VE GOTTA SNAP OUT OF IT!
SIGH
SIGH

SKNAHT
SQUISH
SQUISH
SQUISH
HUH?
AH, SURE..
TURN
WHOA!
JUMP
NOD
Y-
YEAH!
OH
HE'S ALL RIGHT!
AT THIS RATE, WE WON'T BE ABLE TO MANAGE EVEN ONE RUN
IT DOESN'T LOOK LIKE WE'LL BE ABLE TO SCORE MUCH OFF THE SECOND PITCHER NOW THAT HE'S ON FORM.
PLUNK
HAPPY
HAPPY
PUFFF
JUMP
normal tone
HEY! DON'T YOU HEAD OUT YET!
OH YEAH!
DASH!
DON'T FOR-GET!
DRINK WATER BETWEEN INNINGS!

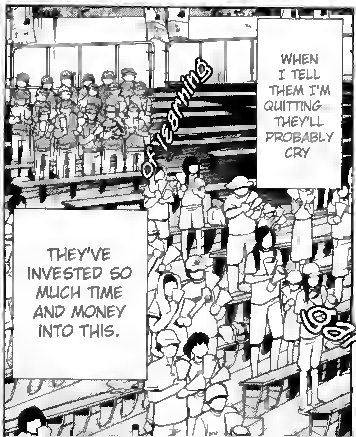
ALL RIGHT, LET'S GO!
'KAY!
PUMM
RATTLE
I'M
REALLY HAPPY.
GLUG
GLUG
THEY'RE STILL LOOKING OUT FOR ME
HMMM
EVEN THOUGH MY BUNT FAILED,
IT'S ALL...
THANKS TO ABE-KUN!
THEY'RE LOOKING OUT FOR ME,
BECAUSE
I CAN GET OUTS WHEN I PITCH

I THINK THAT'S PRETTY GOOD, CONSIDERING THE WALK
SO THAT WAS... TWELVE PITCHES?
POP
IT'S NICE ENDING AFTER THREE GUYS!
AH!
YEAH!
click
SAYAMA
SAYAMA
clack
YANO-JUN
WOULD IT KILL YOU TO BE NICE ONCE IN A WHILE?
IF THERE'S A WALK YOU CAN'T CALL IT GOOD
HEY, THAT WAS A COMPLIMENT!
DON'T SAY "BUT YEAH, I GUESS"!
BUT YEAH, I GUESS THAT WAS SOME NICE PITCHING
THE CAPTAIN'S NICE ENOUGH FOR ALL OF US.
PATTER

NEXT TIME IT HAPPENS I'M GOING TO COACH TAKII.
WITH ALL MY ROUGH PLAY UP TO NOW ..
COACH TAKII.
MUST HAVE DOUBTS ABOUT ME
IF YANO-JUN TALKS TO HIM
HE'LL PROBABLY TAKE ME OUT OF THE GAME
DON'T FORGET
YOUR ROLE.
IF I DON'T FOLLOW COACH ROKA'S SIGN,
HE'LL REMOVE ME FROM THE REGULARS.

THAT WATANABE GUY I RAN OVER DURING THE PRACTICE MATCH WITH YOKOHAMA SHINMEI
WAS UNABLE TO PLAY IN THE KANA-GAWA TOUR-NAMENT
IF I'M GOING TO LOSE MY SPOT WHETHER I PLAY ROUGH OR NOT.
THEN I'D RATHER NOT
SAYA
CREAK
THOUGH THERE'S NO WAY HE'LL FORGIVE ME..
Sigh
UNTIL HE'S COMPLETELY HEALED
I WONDER HOW KIMURA, THAT GUY I TOOK OUT FROM SAMA DAI GYOUDA DURING THE THIRD ROUND IS DOING
MAYBE I'LL GO CHECK ON HIM ONCE THE TOURNAMENT IS OVER

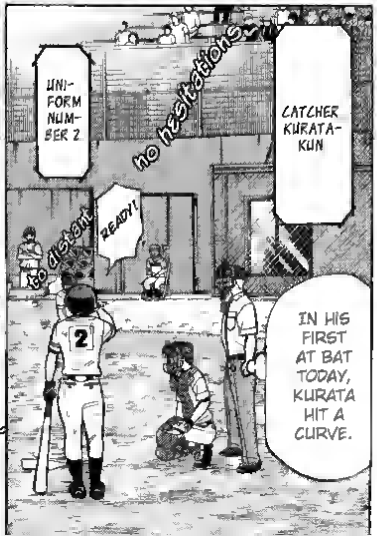
sfx In the fields of green



TOP OF THE SEVENTH INNING. BATTING EIGHTH FOR SIJO DAI SAYAMA HIGH SCHOOL
THEIR LEADOFF BATTER, KAWASHIMA, TOTALLY HAS OUR NUMBER TODAY
we are all here
SO GETTING THEIR EIGHTH BATTER OUT IS CRUCIAL.
HE'S BATTING FOR SURE THIS INNING,
with
YOUR SON'S SUCH AN IDIOT!
coming together
I'M SORRY THAT

AND IN HIS SECOND, HE POPPED UP A "FASTBALL".
stone
PAT
PAT

START STRAIGHT DOWN THE MIDDLE
Nod.
foundations


UNI-FORM NUM-BER 2
no hesitations
CATCHER KURATA-KUN
no distant
READY!
IN HIS FIRST AT BAT TODAY, KURATA HIT A CURVE.

AND HE'S STEPPING IN EVEN FASTER NOW!
HITTING THAT CURVE DURING MY FIRST AT-BAT WAS AN ANOMALY

BUT THEN CURVE!
SWOOSH

THAT WAS A SWING!
BALL!
CURVE
ACK!
WAP

THIS GUY'S CORE STRATEGY IS TO PITCH A BALL TO THE BATTER'S FAVOURITE SPOT.
OH YEAH
SAYAM!
Pa pa pa pa
GIVE ME ONE WHERE I'VE ALREADY HIT.
SO OF COURSE HE'D
NO SWING!
Clap
Pa pa pa pa
POINT
EVEN IF HE'S SHAKING HIS HEAD, IT'S PROBABLY NOTHING TO WORRY ABOUT.
Pa rah
Pa pa pa pa
SINCE HE COULDN'T TRICK ME WITH THAT FIRST BALL, HE'LL PROBABLY WANT TO PUT THE NEXT ONE IN THE ZONE.
THE ONLY WAY THEY CAN SURVIVE WITH THIS PITCHER . OH?
Shake
Pa ra
WELL, THAT MIGHT BE ..
122
don don don
SO HE REALLY IS SHAKING HIS HEAD
BUT ...
THE POWER STRUCTURE IN A BATTERY ISN'T GOING TO CHANGE SO EASILY
Pa pa pa pa

LATE AS IT IS IN THE GAME
KOU HAS THREE HITS TODAY
SAYAMA
THEY'LL HATE THE IDEA OF HAVING ME ON BASE WHEN HE'S UP
Pa ra ra ta
Pa ra pa ra
don
don
don
IF HE PLANS TO USE THAT FASTBALL AS THE FINISHER, THE NEXT PITCH SHOULD BREAK
Jump
IN ALL LIKELIHOOD, HE'LL AVOID PITCHING INSIDE, WHERE I HIT BEST.
Pa ra pa ra
A CATCHER HAS TO ACT WITH THE WORST CASE SCENARIO IN MIND
IN SUCH A CRITICAL MOMENT,
tense
Pa ra pa ra
IT'LL BE AN OUTSIDE PITCH.
ACCORDING TO HIS BASIC STRATEGY ...
Lift
para
Pa-
ra-
Ra
122

HE READ THE CALL?!
sfx: clang
sfx: slide
sfx: swoosh
A SLIDER!
AYAMI

THUD
LEFT FIELD!
KEEP GOING!
YOU HAVE LOTS OF TIME!
A DOUBLE!
WOH!
PLING
ALL RIGHT!
dan
dan
pap pa ra
pa ra
pa pa pa

BATTING NINTH, LEFT FIELDER, TAKENOUCHI-KUN
A BUNT
grip
pa- pa- pa-
don
pa- pa- ra-
don
TAKESHI'S BATTING HAS REALLY IMPROVED, TOO
pa- pa- pa-
pa- ra
PAT
PAT
Pappa ra
don don
IF THE GUYS AT THE BOTTOM OF THE LINEUP CAN HIT, IT'S REALLY GOING TO OPEN UP OUR OFFENSE
nod
Pappa ra
Pappa ra
I WON'T LET YOU!
PAT
PAT
SO THAT'S HIS STRANGE PITCH, EH?
nod
Papupu
EVEN SEEING IT FROM BEHIND, IT JUST LOOKS LIKE AN ORDINARY, SLOW PITCH
Glunk
!!
Glunk
Papupu
BUT THAT ASIDE, GET IT TOGETHER, TAKENOUCHI!
MAKE THE BUNT ALREADY!
THAT PITCH AGAIN?!
PAT

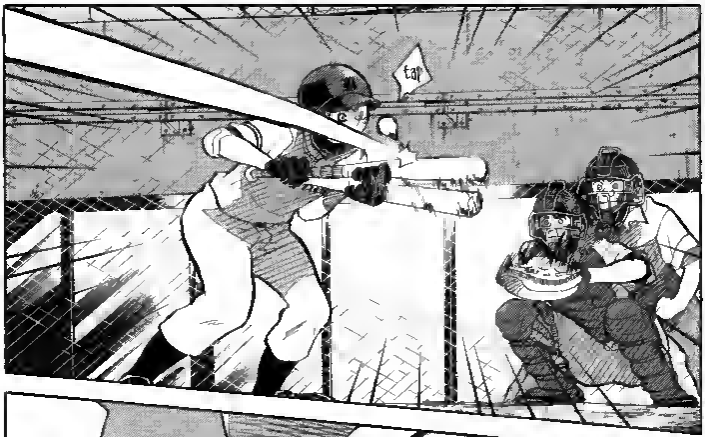
WHEW!
STRIKE!
slide
curve
Whap
SWISH
HAS...
THREE HITS TODAY!
THE NEXT GUY
OH!
DON'T BE STINGY WITH THE "FAST-BALLS"!
IT'S THE SEVENTH ALREADY!
OOH!
WE'LL MAKE IT TWO OUTS WITHOUT ADVANCING THE RUNNER!
NOTHING BUT "FAST-BALLS"
ONE OUT! OUT-FIELDERS THROW TO HOME!

kou!
THESE GUYS MUST BE DESPERATE THEY WENT ALL OUT AGAINST TAKUMI
LOOKS LIKE THEY'RE FINALLY USING THEIR MONEY PITCH
paara
READY!
BATTING LEADOFF, SHORTSTOP, KAWASHIMA-KUN
paapapa
papapapa
SAYAMA
UNIFORM NUMBER 6
paapapaa
NOW...
SHOW IT TO ME!
SWOOSH
para

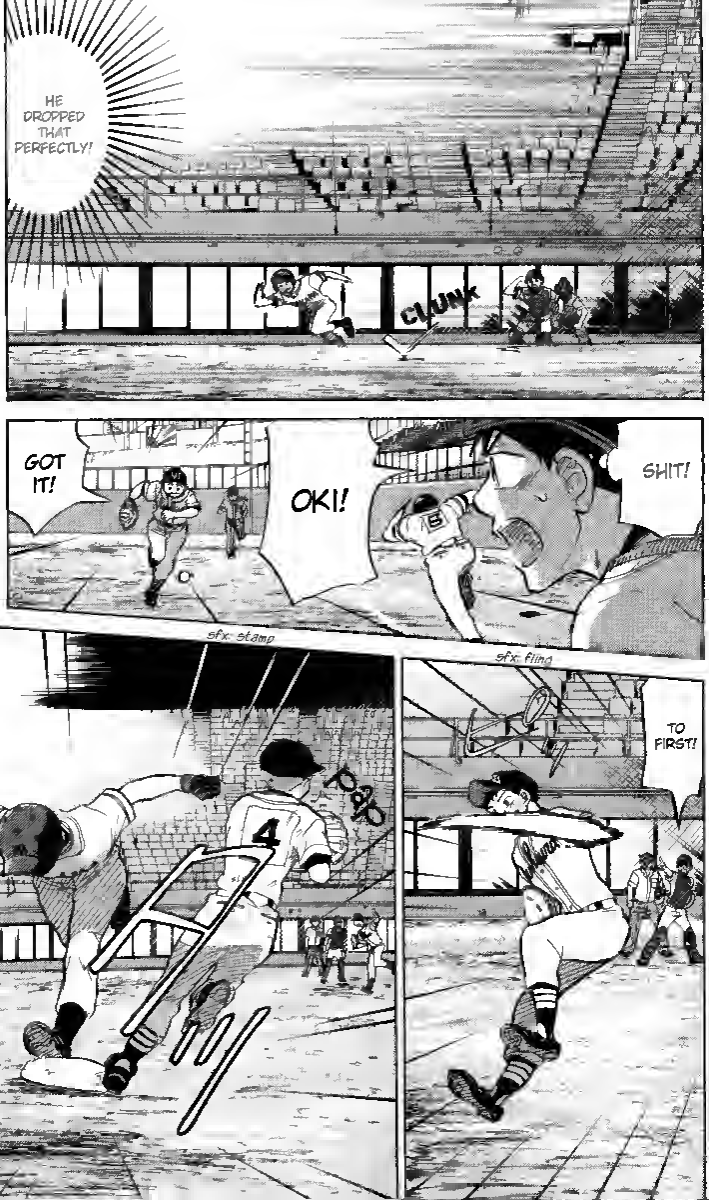
IT WAS IN THE STRIKE ZONE BUT HE JUST WATCHED IT
OH!
Paa
STRIKE!
HIS EYES ARE CLOSED?
TRYING TO FIX THE PITCH IN HIS MIND, EH?
Pappa
Paa
sfx: whap
IT LOOKS LIKE HE'LL SWING AT THE NEXT PITCH NO MATTER WHAT I GIVE HIM
SHOULD I MIX IN A BREAKING BALL?
SIYAMA
Pappa
Pappa
THIS IS THE FIRST TIME I'VE SHOWN KAWASHIMA A "FASTBALL".
Hmm
pa ta ka Paa
BUT IT SEEMS LIKE HE'S BEEN WAITING.
OH!
NO.
TO THIS DAY THERE HASN'T BEEN A SINGLE PERSON WHO COULD PUT THAT PITCH ON THE GROUND!
Paa
OH!

WE'RE PRESSING THROUGH WITH THE "FASTBALL"
IT'S THE SEVENTH INNING
pad pa
pad pa
Nishiura
Patatata
Patatata
lift
pad pa
THEY WON'T WANT TO GIVE UP A SINGLE RUN
CHANCES ARE VERY HIGH THAT IS NEXT, TOO
TWIST
CON-CEN-TRATE
tense
CAREFULLY
TWIST

SAFETY BUNT!


tap

NICE!

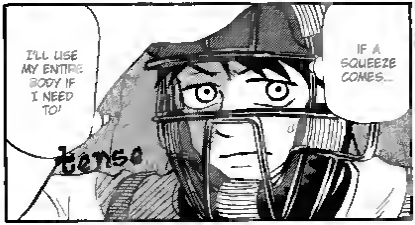

HE DROPPED THAT PERFECTLY!
CLUNK
GOT IT!
OK!
SHIT!
sfx: stamp
PAP
4
sfx: fling
TO FIRST!

KOU!
NICE RUN!
SAYAMA
SAFE!
SFX: WHIP
!
Oh!
RUNNER ON THIRD!
SAYAMA
SAYAMA
YANO-JUN
STEADY NOW!

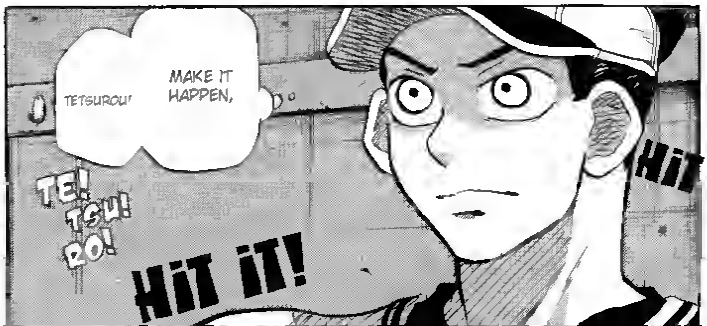
B
CLENCH
HIT IT!
IT'S ONE OUT, WITH A RUNNER ON THIRD AND THE SECOND BATTER UP.
BE ON GUARD FOR THE SQUEEZE PLAY,
THOUGH WE SHOULD BE ABLE TO READ THEM WELL ENOUGH TO AVOID IT.
nod
nod
ABE-KUN!
MIHASHI!
unpapa
Jump
Tachiuri
YANK
GRAB
I'LL KILL YOU!
IF YOU HESITATE TO THROW THE BALL BACK HOME AGAIN...

GET HURT
ABE-KUN WON'T
TE!
TSU!
RO!

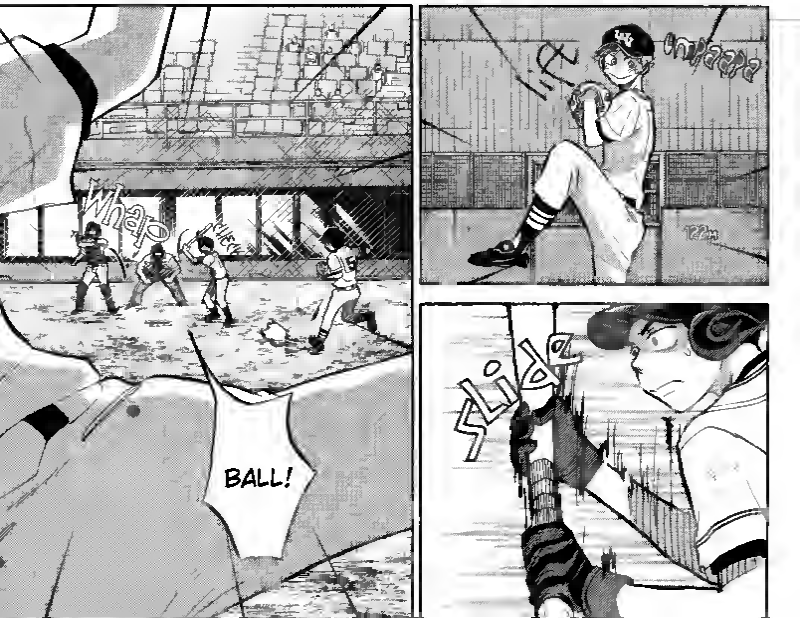
DON'T GRAB HIM LIKE THAT ON THE MOUND
ONE RUN IS... HUGE AT THIS POINT
HIT IT!
HESI-TATE...
I CAN'T


I'LL USE MY ENTIRE BODY IF I NEED TO!
IF A SQUEEZE COMES...

BUT IF THEY MANAGE TO HIT THE "FASTBALL," THEY'VE ALREADY WON THIS ONE!
WE CAN GET STRIKES WITH THE "FASTBALL" WHILE ON GUARD FOR THE SQUEEZE...
THEIR THIRD AND FOURTH BATTERS CAN HIT DEEP, SO I WANT TO AVOID LOADING THE BASES WITH A WALK
大会
5 6 7 8 9


TETSUROU!
MAKE IT HAPPEN,
TE!
TSU!
RO!
HIT IT!
HIT IT!

HIT IT!
READY!
BATTING SECOND THIRD BASEMAN, ISHIKAWA-KUN
SAYAMA
UNIFORM NUMBER 2
LET'S PUT THE FIRST ONE OUTSIDE
pat
pat
TE! TSU!! RO!
Shog
HIT IT!


Wap
BALL!

Hit a home run!
A FAST-BALL...
HIGH AND INSIDE, FOR A STRIKE...
twist
A "FAST-BALL"
pat pat
Hit a home run!
HIS STANCE LOOKS FORCED
I DOUBT THE SQUEEZE'LL COME ON THE NEXT PITCH, EITHER
pat
PERHAPS WE SHOULDN'T GIVE HIM WHAT HE WANTS?
BUT IF THE COUNT FALLS TO 2-0, THE REST OF THE AT-BAT WILL BE TOUGH
Tsuchiura
IF THEY'RE GOING FOR A SQUEEZE
I SURE HOPE HE MISSES THE BUNT!
FLOOSH
NOW!
LEAP
WHAP
STRIKE!
DASH

slide
tack
ball 1
um pa-pa
Hit it!
pa-rah
Hit it!!

IT'S COMING UP NEXT FOR SURE!
SAYAMA
Te! Tsu! Ro!!

THERE GOES THE DOUBLE PLAY.
AND THE COUNT'S 1-1.
pat
pat

BLINK
THAT'S WHERE

MAKE SURE IT'S OUT!
um pa-pa
pat pat

BUT ABE-KUN CAN
A SPOT THE BAT WON'T REACH,
pa-ra

I'LL AIM!
TENSE
LIFT
THE RUNNER'S GOING!
LEAP
DASH

WE READ THEM!
HIT IT, TETSU-ROU!
CLANG
HE HIT IT!

CRAP, HE'S IN MY WAY!
OK!!
GRAB IT!
flap
thud
Ker-thud
PAP
ABE!
ing

WRONG WAY!
URGH!
SFX: SLAM
SFX: SLIDE
PAP
!!

SHIT!
ROLL
ROLL
MY FOOT!
sfx: THUD
SAFE!
JOG

FIRST
THIRD
THE BALL!
GRASP
... UGH.
FLOP

CAN YOU STAND?
WHAT'S WRONG?
FLAP
IN THE FIELDS
TIME OUT!
HEY, ABE!
TIME OUT!
Ra pla pla pla Ra pla
I'M ALL RIGHT.
AYAMA
... UGH.
OF GREEN!
SFX: BUCKLE
!!
WHOA!
STAND

UGH.

NO GOOD?!
I'M... JUST FINE!

NG.
AH.

OKI, IT'S ALL RIGHT.
!!!
SWOOP
PAT
Nishiura

I SAID I'M FINE!
MY THROW WAS TOTALLY OFF!
... I'M SORRY.
Nishiura

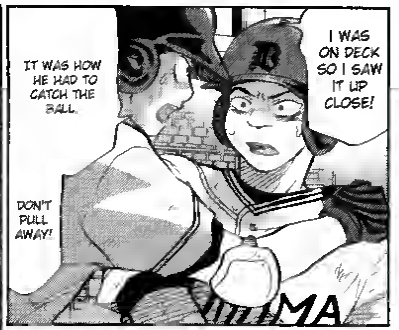
WHA?!
WHY?!
GO THROW THE BALL AROUND A LITTLE.

SURE
PLEASE HAVE THE MEDICAL TEAM EXAMINE HIM
MAY WE PLEASE TAKE SOME TIME TO GET HIM TREATED?
!!
MIHASHI!
LET'S GET ABE OVER TO THE BENCH!
JUMP
DASH
MIHASHI!
NICE AND EASY.
O-KAY.
OK!!
GOT IT?
GRAB HIS BELT.
MEDICAL TEAM, PLEASE
SUP-PORT HIS HIP.
NOW,
HERE WE GO!

I DIDN'T DO IT ON PURPOSE!
HONEST!
I...
I KNOW!

TAKESHI!
SAYAMA

GEH!
YOU'RE ALL CUT UP!
THE SPIKES JUST GRAZED ME A LITTLE.
AH.
I'LL BET IT HURTS AS BADLY AS GETTING HIT BY ONE OF TAKUMI'S PITCHES.
YOU SHOULD HAVE THAT LOOKED AT.


I WAS ON DECK SO I SAW IT UP CLOSE!
IT WAS HOW HE HAD TO CATCH THE BALL.
DON'T PULL AWAY!

WHAT ABOUT YOU? ARE YOU OKAY?
HE STEPPED ON YOUR ARM, AFTER ALL.
I saw something red.
HUH?

YOUR ATTENTION PLEASE
murmur
murmur
OKAY
I'LL DO THAT
THERE WILL BE A SHORT BREAK
WHILE ABE-KUN RECIEVES MEDICAL ATTENTION
murmur
murmur
HM
IT LOOKS LIKE THERE'S GOING TO BE A BIT OF A PAUSE IN THE GAME HERE
HERE'S THE REPLAY

THIS TIME IN SLOW MOTION
LET'S LOOK AT IT AGAIN
AH..
IT SEEMS THE COLLISION...
...
...
...
THE IMPACT DIDN'T SEEM THAT BAD, BUT...
OCCURRED WHEN THE CATCHER CAME DOWN ON TOP OF THE RUNNER
RIGHT HERE
IT LOOKS LIKE THE THROW BACK HOME WAS OFF
AND ABE LANDED ON TOP OF KURATA WHILE TRYING TO CATCH IT...
AH,
THE WAY HE LANDED LOOKED A BIT STRANGE, DIDN'T IT?

YES.
WILL HE BE OKAY?
...
WHISPER
HE COMES FROM A LONG LINE OF CATCHERS. WE'RE USED TO BEING ROUGHED UP.
AND HE ENDS UP STEPPING ON HIM A BIT SEE?
YEAH.
IS HE... TRYING TO AVOID IMPACT HERE?
rustle
QUITE A DANGEROUS STUNT
IT DOESN'T HURT.
...
YOU MUST BE IN A LOT OF PAIN
BASED ON THE DEGREE OF SWELLING, I'D SAY IT'S MOST LIKELY A GRADE II
YOU'VE GOT A SPRAINED KNEE

STILL KID
PULL YOURSELF
WINCE
TOGETHER!
WOULD YOU PLEASE WRAP IT UP FOR ME?
A SPRAIN, EH?
huh?
CAN YOU STAND, ABE-KUN?
YOU'RE NOT PUTTING ANY WEIGHT ON YOUR LEFT LEG, ARE YOU?
!
IF YOU CAN'T PUT ANY WEIGHT ON YOUR LEG, THERE'S NO DOUBT IT'S AT LEAST A GRADE II SPRAIN.
THERE IS SOME TEARING OF THE LIGAMENT.
AND THAT MEANS
MOVE AROUND, AND IT'LL GET WORSE.
BESIDES, YOU WON'T BE ABLE TO SQUAT WITH THE PAIN.

NO, YOU CAN'T.
THAT'S SOME BIG TALK COMING FROM A GUY WHO CAN BARELY STAND.
I CAN.
MAKING ANY SUBSTI-TUTIONS?
LEFT FIELD WILL BE MOVING TO THIRD BASE, AND THIRD WILL BE MOVING TO CATCHER. THE CATCHER WILL BE COMING OUT AND NUMBER 10 WILL BE GOING TO LEFT.
YES, MA'AM!
TAJIMA-KUN! PUT ON THE GEAR!
AS SOON AS YOU GET TO THE OUTFIELD, START PASSING THE BALL AROUND TO WARM UP!
YES, MA'AM!
NISHIHIRO-KUN, YOU'RE PLAYING LEFT! MIZUTANI-KUN, THIRD!
1 RIGHT 4 5 TAL

CHIYO-CHAN, START RICE!
YOU'RE NOT THE ONE INJURED, SO NO ACTUAL PITCHING PRACTICE.
APPLY ICE IN FIFTEEN MINUTE INTERVALS.
YES, MA'AM.
YOU TOO, MIHASHI-KUN
GET BACK OUT TO THE MOUND RIGHT AWAY AND START PLAYING CATCH
BADUM
SENSEI, WOULD YOU TAKE CARE OF THE COMPRESSION?
SURE
WE ALSO BROUGHT A KNEE BRACE ALONG WITH US. SHOULD WE USE IT?
YEAH, THAT'S A GOOD IDEA.

RICE. Rest. Ice. Compression. Elevation. the basics for treating a soft tissue injury.

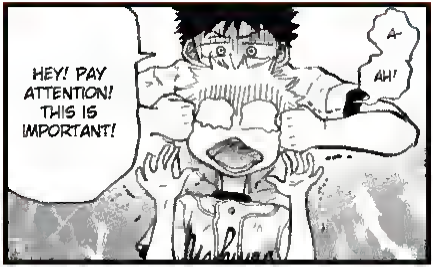
GRASP
!

A-
ABE-KUN...
SIT DOWN.
YOU...
YOU NEED TO ICE YOUR LEG
squeeze
CREAK
SQUISH
UH.
UM!
IT'S ALL RIGHT.
WE'LL TAKE GOOD CARE OF HIM!
Nishi

...
I'LL GO AND GET...
TWO MORE OUTS. THEN.. I'LL BE BACK
slip
GRIP
OKAY, GET YOUR GEAR OFF
TAKE OFF YOUR SPIKES AND PUT YOUR LEG UP ON THE BENCH
NOW, WE NEED SOMETHING TO ELEVATE IT...
I'LL.. GET THOSE OUTS .
EVEN IF ABE-KUN ISN'T THERE
JOG

Nice Pitching!
Ookiku Furikabutte
manga scanlation team
http://community.livejournal.com/nice_pitching/

HELP WANTED!



Nice Pitching! is currently looking for ~~CLEANERS and~~ TYPESETTERS to help us in our mission to continue bringing Oofuri to each and every fan! If you're interested in joining our team, please feel free to send an email to dveoit@gmail.com or leave us a comment!

http://communitylivejournal.com/nice_pitching/

TAJIMA-KUN.
TODAY'S PITCHES
AT THE LEAST, BE SURE TO GET A GOOD LOOK AT THE THIRD AND FOURTH BATTERS
GOT IT
HAVE YOU MEMORIZED ALL THE BATTERS DATA?
I THINK SO BUT WHEN WE CHANGEOVER, I WANT TO..
CONFIRM
RATTLE
STOP
NOW, ARE YOU READY TO GO? IF SO, CHEER UP AND GET OUT THERE!
RATTLE
RATTLE
RATTLE
GOT IT!
TUM
TUM

I'LL GIVE SIGNS ON WHETHER TO PITCH A STRIKE OR A BALL.
BUT I'LL LEAVE THE REST OF THE DECISIONS TO YOU, SINCE YOU'RE CLOSER TO THE BATTER.
TENSE
YES, SIR!
HURRY UP!
STAND
EEK?!
GRAB
TAJIMA-KUN!
ALRIGHT!
...
YES, MA'AM!
WE'RE DEPENDING ON YOU!
RATTLE
Nishiura

NISHIURA HIGH SCHOOL WILL MAKE THE FOLLOWING CHANGES TO THEIR LINEUP
TAJIMA-KUN, SUBSTITUTING FOR CATCHER, ABE-KUN.
MIZUTANI-KUN, SUBSTITUTING FOR THIRD BASEMAN TAJIMA-KUN
RATTLE
RATTLE

THEY'RE TAKING ABE OUT?
MURMUR
NISHINIKO-KUN, SUBSTITUTING IN FOR LEFT FIELDER, MIZUTANI-KUN
MURMUR

BATTING FOURTH, CATCHER, TAJIMA-KUN UNIFORM NUMBER 5

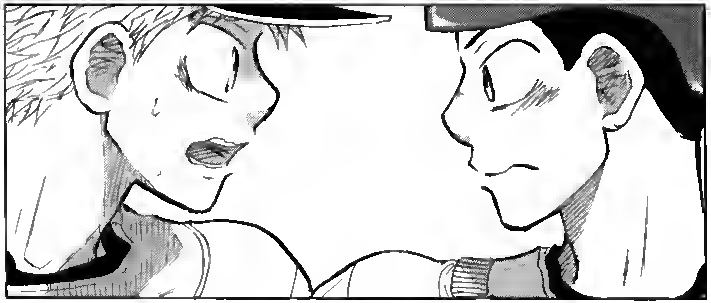
THEY
SO IT'S NOT A SERIOUS INJURY, RIGHT?
BE
SAID HE'LL
OKAY!
THEY SAID ABE-KUN JUST HAS...
fing
A SPRAINED KNEE!

INHALE
OKI, DON'T WORRY ABOUT IT!
ALL RIGHT! HE'S GONNA BE OKAY!
BATTING SEVENTH LEFT FIELDER NISHIHIRO-KUN
UNIFORM NUMBER 30
I CAN'T HEAR YOU!
O-KAY
AH
BALLS BACK IN!!

TA-
...
TA-JI-MA-KUN!

IT WON'T BE ANYTHING LIKE IT IS WITH ABE, BUT...
I'LL GIVE IT MY BEST, SO LET'S WORK TOGETHER!

PLEASE ...
PELY ON ME!



I'LL BE DEPENDING ON YOU!
OKAY!

eh hee
ABE'S GONNA BE FINE!
OK!! COME ON!
Nishiura
PEKKLE
PEKKLE
L-LET'S GO GET THEM!
THIRD! JUST THROW THE BALL NICE AND STEADY AND IT'LL MAKE IT IN TIME!
IN-FIELDERS, GO FOR THE DOUBLE PLAY! OUT-FIELDERS, THROW HOME!
ONE OUT!
OKAY!
NI-SHI-HI-RO! DO WHAT YOU'VE BEEN DOING!
You got it!

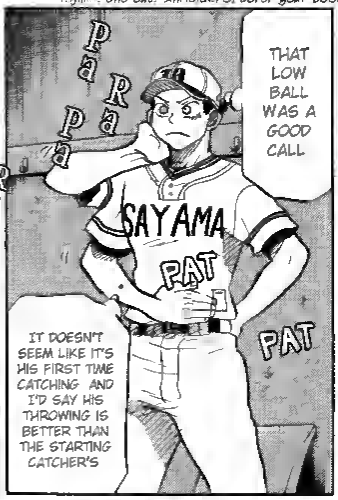
Ooh!
EVEN TAJIMA KUN...
FEELS THAT WAY RIGHT NOW
Nishiura
Oooh!
LET'S GO!
Ooh!
Ooh!
I'M NOT THE ONLY ONE WHO FEELS UNCERTAIN
ABE-KUN IS THE STARTING CATCHER
Oooh!
WE'LL ALL MAKE UP FOR IT BY WORKING HARDER...!
WHILE ABE-KUN'S NOT HERE,
TEAM 1 2 3 4 5 6 7 8 9 10
Nishiura

CORNER, DO
twist
OUT-SIDE - -
TO THE LOW,
FAST-BALL,
pa pa pa pa pa pa
shift
HOW'S THIS!
DASH
SWOOSH
TENSE
pa
WELL!
sfx: WHAP
sfx: ZOOM
HE'S RUNNING!
twist
sfx: SPIN

sfx: fling
sfx: whip
sfx: slide
HUH?!
HANG ON!
A CUT-OFF...!
Tajima Third! Cover the base!
...
carrrrrr

ワンナウト!
内野ニアベース!
BECAUSE THERE'S A RUNNER ON THIRD, THE SECOND BASEMAN CAME IN FOR THE CUT...
BUT IF THAT WEREN'T THE CASE, THAT TIMING WOULD'VE GOTTEN THE RUNNER TO SECOND OUT
pa ra~ pa~

T/N: One out! Infielders, cover your bases!


THAT LOW BALL WAS A GOOD CALL
Pa Ra Pa
SAYAMA
PAT
PAT
IT DOESN'T SEEM LIKE IT'S HIS FIRST TIME CATCHING AND I'D SAY HIS THROWING IS BETTER THAN THE STARTING CATCHER'S

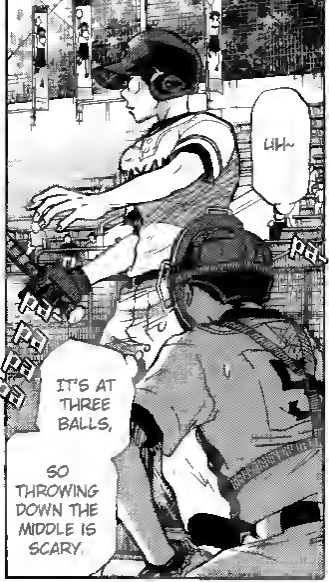
TURN
ANOTHER
LIFT
LIFT
BALL!
WHAP
Par
EITHER WAY, IT WAS GOOD TO WORK THE COUNT.
pat
HE WATCHED THE TWO BALLS
Para
IT'S 2-0.
WAS THAT ON PURPOSE?
OR IS HIS CONTROL BEING AFFECTED?
pat
Pa
Ra
pat
Para

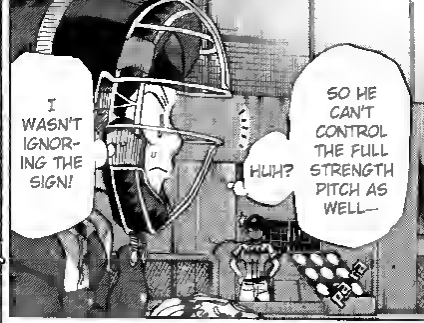
Pa Pa Pa
TAMA
IN THE FIFTH INNING, HE HIT A BALL AND THEY GOT A RUN.
BUT I DOUBT HE'S GOING FOR A SQUEEZE...
Pa~
Pa ra Pa~
OKAY.
SHE'S FINALLY CALLING FOR A STRIKE.
THE BATTER WAS POSITIONED TO BUNT DURING THE TWO PREVIOUS PITCHES...
Pa ra
HE WAS PROBAB-LY INSTRUC-TED TO WAIT ON THE FIRST TWO
IF IT WAS TO CHECK MIHASHI'S CONDITION,
THEN...
pat pat
Pa ra
sfx: swoosh
Hii
Nishiura
INTO THE
ZONE!
INSIDE
LOW
IT'S HIGHLY LIKELY HE'LL ALSO WATCH THE NEXT PITCH, AT 2-0...
LIFT
LET'S PUT A STRIKE ON THE INSIDE
AND SEE HOW HE MOVES.
Since he won't go for the outside

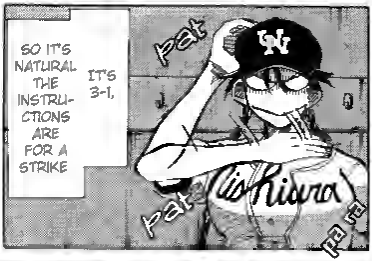
PEEn
sfx whap
STRIKE!
IT FEELS THE SAME AS HIS PITCHES IN THE BULLPEN.
Pa ra
Pa ra
Pa ra
Pa~
IT'S ALMOST AS IF THERE ISN'T A BATTER HERE!
Pa Pa~
THE BATTER DIDN'T MOVE.
...
BUT ...
Pa~ Pa
REALLY AMAZING!
MIHASHI'S CONTROL IS

NOW I KNOW WHY PITCH-OTAKU ABE IS SO HUNG UP ON HIM
PAP
pa ra
pa ra
Nishiura
STOP WAITING.
IT'LL ENTER THE STRIKE ZONE
pa
Pat
BUT BECAUSE THE BALLS HAVE NO POWER,
pa ra
pa ra
MIHASHI NEEDS ABE'S LEAD.
I'LL HIT THE NEXT ONE!
THE COUNT'S 2-1
Come on!
IF I WERE THIS THIRD BATTER,
I'D GO FOR THE NEXT STRIKE
Pat
Pat
Come on!
Pat
NEXT UP IS A STRIKE
Pat
I COULDN'T REALLY TELL BY WATCHING THE BATTER'S MOVEMENTS, BUT..

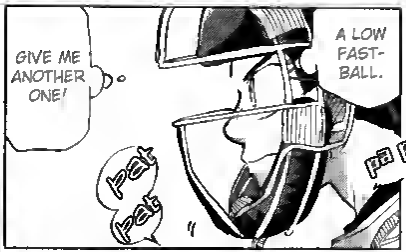
STRIKE!
LIFT
Nishiura
THE FAST-BALL
Come on!
TURN
THAT FEELS LOW BUT IS A
twitch
whap
I MISSED ...!
pa-pa
I..
BALL!
pa pa
SLIDE
Nishiura


UH~
pa-
pa pa pa
IT'S AT THREE BALLS,
SO THROWING DOWN THE MIDDLE IS SCARY.


I WASN'T IGNORING THE SIGN!
HUH?
SO HE CAN'T CONTROL THE FULL STRENGTH PITCH AS WELL--
pa pa


SO IT'S NATURAL THE INSTRUCTIONS ARE FOR A STRIKE
IT'S 3-1.
pat
pat
pa pa

TURN
IT'S THREE BALLS!
I'LL PUT ALL MY STRENGTH INTO IT
pa-
ALONG WITH EVERYONE ELSE, TO DO MY BEST TO MAKE UP FOR ABE-KUN
pa- pa pa pa


GIVE ME ANOTHER ONE!
A LOW FAST-BALL.
pat pat
pa pa

I HAVE TO PUT THE NEXT ONE IN.
ANO-THER, FULL STRENGTH
Nop
pa pa

OUT-SIDE, LOW.
SWOOSH
BALL!
WHAP
FOUR BALLS!
UH. AH!
NISHIN
NICE PITCH!
IT DIDN'T GO IN!
NICE PITCH!

THAT
WAS
A WALK?!
Gaaa

ABE-KUN.
I THINK YOU KNOW THIS...
BUT IF YOU DON'T DO SOMETHING ABOUT THAT FACE BEFORE THE CHANGEOVER,
I'LL SEND YOU OFF TO THE HOSPITAL RIGHT NOW.
YES, MA'AM.

you're good at band-aiding.
Sen sei
THANKS.
Not really.

YOU'RE OKAY.
YOU'RE STILL GROWING, SO AS LONG AS YOU TAKE IT EASY, IT'LL HEAL IN THREE WEEKS!

I WON'T GET INJURED FOR THREE YEARS!

R..
REALLY?!
I'LL BE THE CATCHER FOR EVERY GAME YOU PITCH!
I WON'T GET SICK EITHER!
GRIND
..IT WON'T TAKE THREE WEEKS!
IF I EAT AND SLEEP A LOT,

I'LL HEAL IN
TWO WEEKS!
Nishiura
OKAY, I'M GOING BACK.
IF YOU NEED ME, JUST CALL ME AGAIN.
I'll bring over crutches later.
Thank you very much!
Abe
pa pa
AH!
EXCUSE ME!
pa-ra
WE'RE FROM THE NISHIURA PARENTS ASSOC-IATION!
HOW IS ABE-KUN DOING?
ARE YOU HIS MOTHER?
pa pa-ra
pa-

BATTING FOURTH, CENTER-FIELDER, WADA-KUN
UNI-FORM NUM-BER 8
CALM DOWN
CALM DOWN.
pa ra
ra-ra-
Ready
Toss
IT'S NORMAL FOR THE FASTBALL TO MISS
PLEASE TAKE HIM TO A HOSPITAL AFTER THE GAME.
I'VE GIVEN HIM FIRST AID, SO DON'T WORRY.
pa pa-ra
Thank you very much!
Take care
ra-
ABE-KUN CALCULATED THAT WHEN HE LEAD, BUT...
THEN I HAVE TO GET A STRIKE!
IF TAJIMA-KUN SAYS FULL STRENGTH,
pa pa-ra
NOW THE CATCH-ER IS...
TAJIMA-KUN!
SQUEEZE
pa-ra!

IT'LL BE NO GOOD IF I PULL BACK HERE!
THE FOURTH BATTER HIT A HOME RUN
YEAH.
pat pat
pa pa-ra
AFTER FOUR BALLS THE NEXT BATTER HAS THE PSYCHOLOGICAL ADVANTAGE DURING THE FIRST PITCH
pat
pa pa-ra
PLACE ONE WELL AND LURE HIM BACK INTO OUR PACE!
GIVE ME A GOOD PITCH!
ANO-THER
FAST-BALL
NOD
pa pa-ra
HSOOM!
HMM...
THIS TIME, I'LL PUT IT IN...!
TURN
1
ra-
Hit a home run!

ZOOM
SFX: whap
IT...!!
WENT IN!
hash
Pa pa- ra
SWING
STRIKE!
SFX: slide
Pa- ra-
NICE PITCH!
THAT WAS IT.
phew
Pa pa- ra
IT'S PRETTY PLAIN FOR A DECIDING PITCH.
SFX: ffing

I HAVE TO HIT IT HERE!
ONE MORE INTO THE ..
STRIKE ZONE!
PAT
DO YOUR BEST FOR ONE MORE PITCH!
GOOD, GOOD
Pa-
GO FOR IT!
Pa
Pa-
ra
PAT
PAT
THEN
GRIP
HE'S BEEN THROWING A LOT OF THESE PITCHES SINCE THE SEVENTH
ra-
SFX: whoosh
PLING
SFX: SWING
HERE!

NICE PITCH-ING!
BASH
STRIKE!
BASH
HE'S BEEN COR-NERED!
WOBBLE
WHAP
sfx swish
pa-WA!
0-2!
YES!
NICE PITCH-ING!
ra-DA!
sfx pop
IT'S DIFFICULT AND REALLY ANNOYING
pa-ra-
...AND THE BALL'S COURSE AND MOVEMENT TO SHAKE YOU UP
WHICH MEANS... HE HAS TWO BASIC FASTBALLS, BREAKING BALLS...
pa pa-ra
HE CAN CHANGE UP THE SPEED FOR HIS STRAIGHTS, TOO.
I SEE.

...
ra-
Pa
Pa-
ra
Pa
Pa-
ra
PAT
PAT
BUT WORKING WITH THIS PITCHER MUST BE JUST AS ANNOYING
ONE MORE
OUT
IT'S NOT A JOB A REPLACEMENT CATCHER CAN HANDLE.
SFX SWOOSH
BALL!
FAST-
SFX CLANG

THERE WASN'T MUCH FORCE BEHIND HIS SWING.
HE WAS JUST TRYING TO MAKE CONTACT.
THANKS!
HIT A HOME
STAKE
IS A
NEXT
PAD
RUN!
RATTLE
ALL RIGHT.
AT LEAST I MADE CONTACT.
Pa ra-ra
Pa-
sfx: grip
sfx: swoosh
sfx: curve
CLING

SO HE'S STARTED TO ADD BREAKING BALLS, HUH?
BALL!
TENSE
FLING
COULDN'T CATCH HIM WITH THAT ONE, EH?
SFX: WHSP
SFX: SWOOSH
WE'LL WASTE A PITCH HERE
PAT
PAT
TENSE

A CURVE
URK
CURVE
SHOULD I GO FOR IT?!
BALL!
SFX: whap
CLOSE ONE.
Pa Pa- ra
TENSE
HE REALLY KNOWS HOW TO HIT THOSE TRICKY SPOTS
ra- Pa ra
COME ON, PITCHER!
AHHASHI
WERE THOSE INTENTIONAL LIKE USUAL?
Pa- ra- WA DA!

HANG IN THERE!
TOSS
TOSS
Pa-ra-
IF YOU CRUMBLE, IT'S OVER FOR US!
OR ARE YOU STARTING TO FALL APART?
Pa Pa- ra
FAST-BALL!
A FULL STRENGTH
TURN
Pa Pa- ra
A STRIKE
COACH WANTS
Pa Pa- ra
PAT PAT
Pa Pa- ra
SIGN IS.....
AND TAJIMA-KUN'S
TUCK
plop
Pa-

GIVE IT ALL YOU'VE GOT!
TENSE
THIS'LL BE THE DECIDING PITCH!
A...
AIM FOR...
sfx: swoosh
sfx (mitt): whap
sfx (ball course): zoom
SO CLOSE!
AW.
BALL!
STRIKE!

MI-HASHI!
NICE PITCH!
Pa Pa- ra
I.
PITCHED ANOTHER BALL?!
WA DA!
WA DA!
SFX Slide
PRAISING ME
EVEN THOUGH I MESSED UP
IS ALSO TAJIMA -KUN
PAP
Pa- ra-
THEY'VE GOT NO CHOICE BUT TO PUT IT IN THE ZONE SO I'LL BE GETTING THE FASTBALL
THE COUNT'S 3-2
TENE
Pa Pa- ra
Pa ra- ra
THEY WERE PROBABLY HOPING HE'D SWING AT THAT LAST ONE
AYAMA
THE WAY HE'S BEEN TRYING TO BAIT US WITH BALLS,
PERHAPS THIS PITCHER IS NOTHING SPECIAL, AFTER ALL
Pa ra-
I'LL AIM FOR A HOMER.
WE'LL SCORE A RUN EVEN WITH A SAC FLY

CHALLENGE THE BATTER!
ONE OUT!
EVERYONE CALLS OUT TO ENCOURAGE ME
LET 'EM HIT IT!
WHEN I'M ON THE MOUND
Pa ra
A GRAND SLAM!
Pa Pa- ra

"NORMAL BASEBALL" IS LIKE
IF THIS IS WHAT...

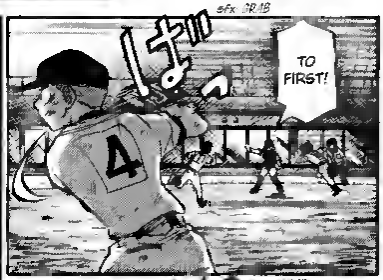
SFX: SHINE!
NEED TO BE A NORMAL ACE, ONE THAT EVERYONE CAN DEPEND ON
Pa Pa- ra- ra-
Pa- ra-
THEN I

ABE-KUN!
EVEN WITHOUT
LIFT
sfx: swoosh
sfx: grip
A FAST-BALL!
sfx: zoom
YOU'RE NOT .
WHOA!

GETTING AWAY!
sfx: clunk
BRACE
sfx: zoom
sfx: thud
OOF!

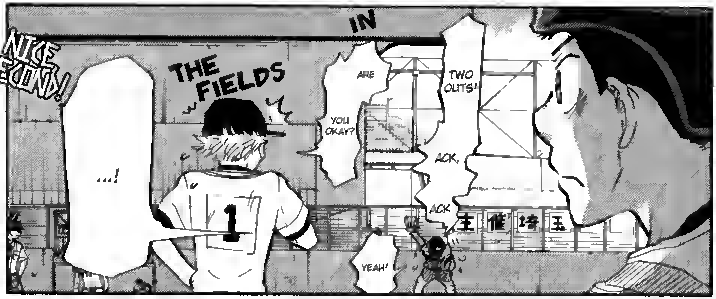
HE'S SCRAMBLING!
URG!
HE WON'T MAKE IT TO HOME!
pop
HE STOPPED IT!

WAAH!
SEVEN RUNS!
SAYAMA
STAMP


SFX: ダッ
TO FIRST!
4

SFX: WHAP
NO
OUT!

NICE JOB, SECOND! FIRST!
JUMP
APPEAR
CONSIDERING THE BASES WERE LOADED AT THE CLEANUP AT-BAT...
SKYAN
KACCHA CHACK CHACK CHACK
THEY MANAGED TO SCORE, BUT WE DID WELL


NICE SECOND!
THE FIELDS
IN
...!
YOU OKAY?
ARE
TWO OUTS!
ACK.
ACK.
YEAH!

WE MADE
AN OUT!
haah
GREEN
EVEN WITHOUT ABE-KUN,
OF

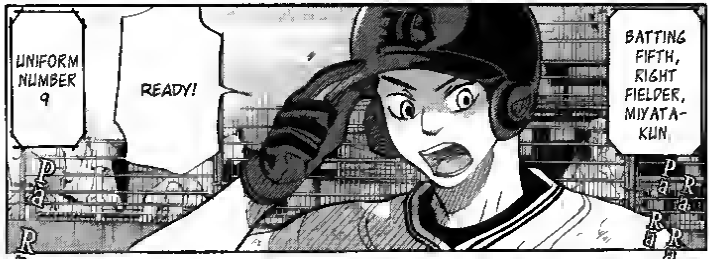
TWO OUTS!
YEAH!
MIHASHI!
TCHK!
TCHK!
THE
TWO OUTS!
SHINING
LIGHT
MEETING
GRAB
DO YOU REMEMBER THE PITCHES FOR THE FIFTH BATTER?
MIHASHI
RIGHT!
IN THE
Nishiura
HE HIT A
HIGH, INSIDE SHOOT!
AND THEN AT
1-0,
THAT ONE WAS A GROUNDER TO SECOND
LEARNING
AWESOME! THANKS!
A HIT TO LEFT FIELD, RIGHT?
FIRST ...
HE HIT A HIGH, INSIDE FAST BALL!
UM...
UH... WELL...
GARDEN
OF
NEXT, UH...
AT 2-0,
HE HIT AN INSIDE SLIDER!
YEAH.
HE HIT A FLY TO CENTER OFF THAT FIRST PITCH, RIGHT?

POP
I'M...
BEING RELIED UPON!
POP
ALL
RIGHT!
TWO OUTS!
WE'RE
TOMIE
TOMIE
TOMIE
MAKOTO!
WITH NO
SAYAMA
RIGHT THERE
THEY GOT ME
SAYAMA
SCRUNCH
SCRUNCH
AH!
THE ONE I HIT WAS A SHOOT!
CHECK OUT THEIR COACH'S SIGNS.
I THINK THAT PITCH IS GETTING FASTER.
HESITATIONS
HUH?
SCRUNCH
BASED ON THE TIMING, I THOUGHT IT WAS GOING TO BE A FASTER FASTBALL...
SCRUNCH

WHEN
I WILL!
GET US ANOTHER RUN!
YOU REALIZE
MIYAMA
8
FOUND-ATION

A FAR AWAY
IT LOOKS LIKE SHE'S MAKING THE CALLS.
!

STONE
OKAY, JUST LEAVE IT TO ME.


UNIFORM NUMBER 9
READY!
BATTING FIFTH, RIGHT FIELDER, MIYATA-KUN.
PA RA RA
PA RA RA

THOUGH THE DATA SAYS HE LIKES THE OUTSIDE
DURING HIS SECOND AT-BAT HE HIT AN INSIDE PITCH AT 2-0
HM MIYATA'S ONLY BEEN HITTING ON THE INSIDE,
PA RA RA
PA RA RA

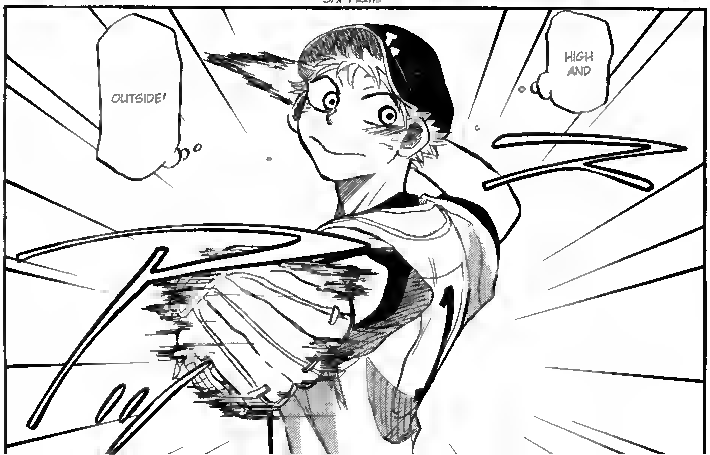
WE'LL CUT THEM OFF!
THEY'RE LOOKING TO HIT!
PAT
PAT
PA RA RA

FORGET THE DATA
HE HASN'T BEEN HITTING ON THE OUTSIDE, SO THAT'S WHAT WE'LL DO.
pat
pat
A LOW...
SLIDER!
STRIKE!
sfx: WHAP
LOW AND INSIDE...
OUTSIDE THE ZONE
lift
LET'S TEST HIM OUT WITH THE NEXT ONE
PAT
PAT
THAT WAS A NICE PITCH
OKAY, LET'S TRY PUTTING ONE ON THE INSIDE!
pat
pat
A BALL NEXT, HUH?
BALL!
WHAP
FASTBALL!

INSIDE
MAYBE
AND NOT HIGH BUT A SLIDER.
HIS FIRST TWO AT-BATS HIGH, INSIDE PITCHES
HE DIDN'T REACT AT ALL
HIS THIRD WAS
FLING
PaRa
PaRa
PaRa
PaRa
PaRa

FOR INSIDE VERSUS OUTSIDE BUT FOR
MIYATA ISN'T WATCHING
HIT!
HIT!
HIT!
squeez
YAMA

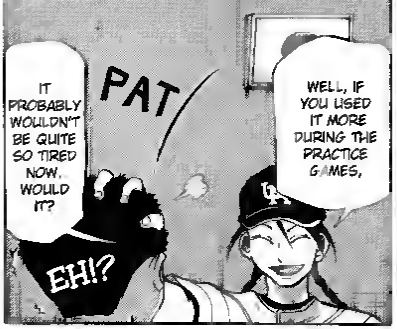
SFX FLING


OUTSIDE!
HIGH AND

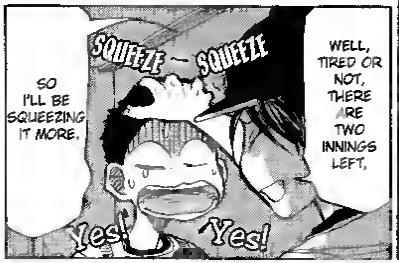
sfx: WHOOSH
sfx: WHOA
IT'S HIGH!
I'M SWINGING!
sfx: CLINK
sfx: CHIRP
IT'S....
DROPPING!
A SLIDER!

STAMP
PAD
GOT IT!
PUNCH
NICE JOB,
OUT!
FIRST!
WAAH!

COME TELL KENTA ABOUT THE PITCHES YOU GOT.
NAO-MASA!
THEY CAUGHT ME WITH THE PITCH FROM MY SECOND AT-BAT!
CRAP!
WHILE WE'RE ON DEFENSE, MATCH UP THE CALLS WITH THE NOTES.
AH. RIGHT!
RIGHT!
GO GET SOME HITS!
NOW, IF WE CAN GET THREE RUNS IN THREE INNINGS, WE CAN TURN THIS AROUND!
GOOD JOB!
3 4 5


PAT
IT PROBABLY WOULDN'T BE QUITE SO TIRED NOW, WOULD IT?
WELL, IF YOU USED IT MORE DURING THE PRACTICE GAMES,
EH!?

GOOD WORK, TAJIMA-KUN!
MAN, THIS IS REALLY WEARING MY BRAIN OUT...
TEAM 1


SQUEEZE — SQUEEZE
SO I'LL BE SQUEEZING IT MORE.
WELL, TIRED OR NOT, THERE ARE TWO INNINGS LEFT,
Yes!
Yes!

HOW COME YOUR LEG'S UP LIKE THAT?
SO THAT'S HOW THEY TREAT A SPRAIN, HUH?
Hmm
YOU DON'T KNOW ABOUT RICE, MIZUTANI?
DUH, IT'S A GRAIN
YOU'RE KIDDING RIGHT?
Hanai

UH
UM
TAJIMA-KUN...
LEADS
TEAM 1

LET'S HEAR THE PITCHING FOR THIS INNING!
AH, MIHASHI-KUN YOU'RE HERE TOO. PERFECT
YES

GET WORKED UP!
WRONG!
I'M FINE, SO DON'T GET SO WORKED UP!
LISTEN!
OKAY?
What?
HUH?
GO OUT THERE AND HIT!
DO IT FOR ME!
は、ぎ
BAHAHAHA!
I'M IN NO POSITION TO LAUGH
THEY FELL FOR IT

BUT IF YOU FEEL BAD ABOUT IT, JUST GET A HIT!
IT WASN'T YOUR FAULT,
OK!
JUMP
I'LL DO MY BEST!
...YEAH.
I'LL EXPLAIN THINGS IN CONTEXT FOR YOU!
JUST MEMORIZING THE SCORE CARD ISN'T GOING TO BE USEFUL!
YEAH? THANKS!
YOU COME LISTEN TOO, MIHASHI!
TAJIMA!
...
mumble
mumble
NOW WE'RE REVIEWING GAME DATA!
YEP!
ARE YOU DONE REPORTING IN?
YEAH?!

ABE-KUN...
KASHIMA'S ONLY HAD ONE AT-BAT...
IS FINE.
It's nice?
PLEASE TEACH US!
STARTING WITH THE SIXTH BATTER!
IS IN GOOD SPIRITS TOO
Enough about nice!
So, it's not nice?
AND EVERY-ONE ELSE
Ha ha ha! Just tell him already!
GIVE
OUR BEST!
WE CAN STILL
CHATTER
IZUMI! YOU GOTTA HIT ONE FOR ABE!
CHATTER

Nice Pitching!
Ookiku Furikabutte
manga scanlation team
http://community.livejournal.com/nice_pitching/

HELP WANTED

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We're looking for typesetters, translators, and any other people who believe they can be of assistance! :)

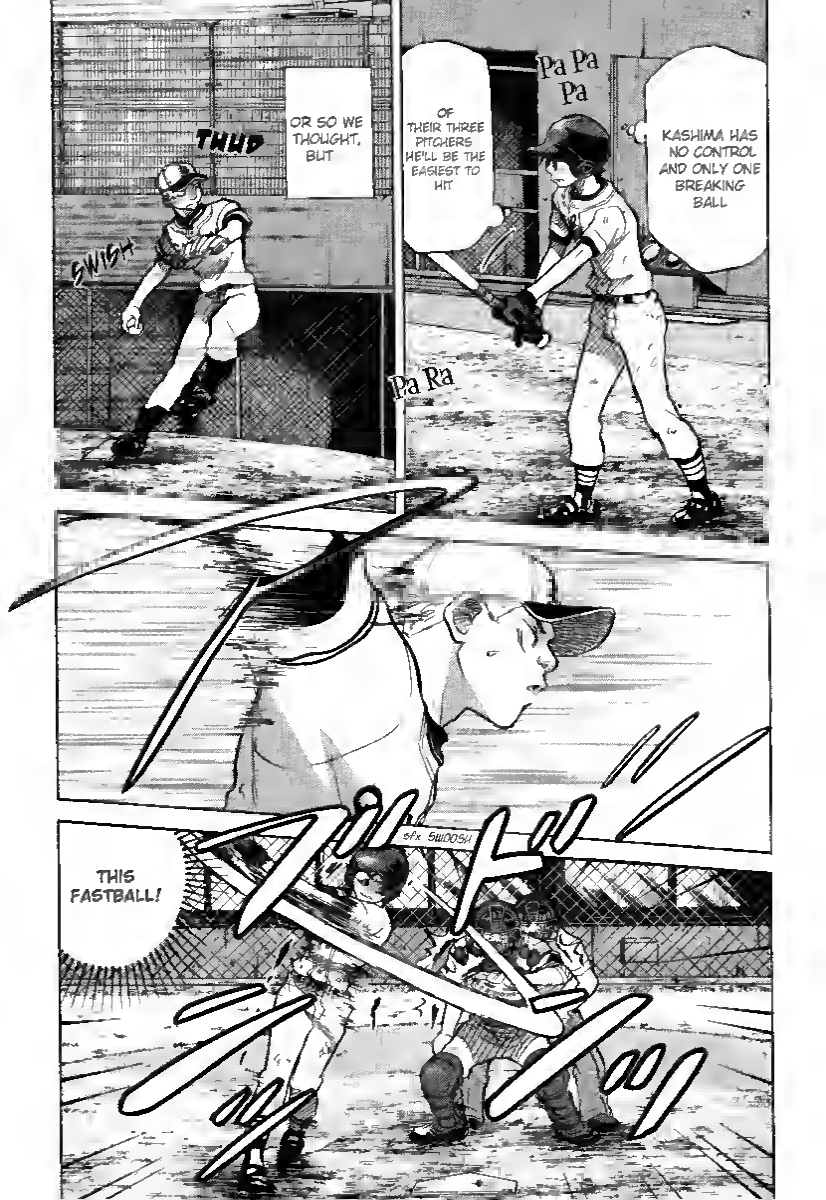
A THREE POINT SPREAD AND THREE MORE INNINGS TO GO HUH
SO KURATA'S GOING TO TOUGH IT OUT
AHH, HE'S ALL TAPED UP.
OH
THAT'S ALREADY PRETTY HARSH
HE'S NOT LOOKING OVER HERE AT ALL
...

YOU WERE THERE FOR SOME TIME.
I GOT SOME TEA FROM THE PTA
SPLASH
WELL, I PISSED A LOT.
HEY.
KURATA AND THE NISHIURA CATCHER WERE INVOLVED IN A CONTACT PLAY.
SEEMS LIKE KURATA'S ARM WAS STEPPED ON.
TH-ANKS
. KURATA WAS INJURED WHILE YOU WERE GONE, ROKA-SAN.
IT LOOKS LIKE THE DEFENSE MOVED AROUND A LOT
WHAT HAPPEN-ED?

IN THE THIRD ROUND, SOMETHING LIKE THIS ALSO HAPPENED.
COME TO THINK OF IT...
AAH~
HM.
I DON'T REALLY KNOW ABOUT THE CATCHER, BUT IT LOOKED LIKE HE COULDN'T STAND SO THEY PULLED HIM OUT.
GLUG GLUG
KURATA WAS THE CATCHER THAT TIME, BUT...
...
WHAT DO YOU MEAN?
Pa Pa Ra
THE OTHER PLAYER WAS TAKEN OUT DUE TO INJURY.
AFTER A CONTACT PLAY,
Pa Pa Ra

THE BOTTOM OF THE SEVENTH, NISHIURA HIGH'S OFFENCE
WE'RE COUNTING ON YOU TO GET ON BASE!
IZUMI!
READY!
IZUMI!
DON'T SWING AT A BALL!
KAYAMA
LEAD OFF, CENTER FIELDER, IZUMI-KUN
UNIFORM NUMBER 8
IZUMI!

grip
Pa
Pa Pa
WITH NISHIHIRO-KUN BATTING SEVENTH, IT'LL BE REALLY TOUGH FOR THE BOTTOM OF THE LINEUP TO SCORE RUNS
Pa Pa Ra
IN HIS FIRST AT-BAT HE HIT THE FIRST PITCH, AN OUTSIDE CURVE, PAST SECOND
SFX: THUD
SFX: ZOOM
SO FAST.
BALL!
Pa Ra Pa Ra


KASHIMA HAS NO CONTROL AND ONLY ONE BREAKING BALL
Pa Pa Pa
OF THEIR THREE PITCHERS HE'LL BE THE EASIEST TO HIT
Pa Ra
OR SO WE THOUGHT, BUT
THUD
SWISH
SFX: SWOOSH
THIS FASTBALL!

IZUMI IS TRYING TO HIT BUT
Pa Pa Ra
FOR WEAKER HITTERS I THINK IT'S BETTER TO WAIT FOR THE SELF-DESTRUCT
IT DOESN'T MATTER IF HIS PITCHES DON'T BREAK SHARPLY
WITH THAT SPEED
IZUMI!
AND EVEN HIS WILD PITCHES HAVE THEIR ADVANTAGES
SEVEN INSIDE, ONE OUTSIDE, AND TWO OTHERS..
Pa Pa Ra
HE PULLED IT
SIDE
FOUL
GOOD.
IN HIS FIRST AT-BAT, HE HIT THE FIRST PITCH, AN OUTSIDE CURVE, PAST SECOND.
HIT
NEXT IS KURATA.
Pa Ra
NOT AWKWARD!... THIS IS HIS NORMAL POSTURE
Pa
KURATA HAS... UM...
FROM HIS SECOND AT-BAT, KURATA KEPT GOING FOR THE OPPOSITE OF HIS FAVOURED PITCHES
Pa Ra Pa Ra
THIS IS PROBABLY BECAUSE HE PLANNED TO HIT OUTSIDE PITCHES
Pa
Pa Pa Pa

I TRIED TO JAM HIM ON THE FIRST PITCH WITH THE BALL HE HIT DURING HIS FIRST AT-BAT.
IN HIS THIRD AT-BAT,
IZUMI!
IZUMI!!
STRIKE!
THE FIRST PITCH
A HIGH FAST BALL TO THE OUTSIDE
WHEN HE SWUNG AT IT, IT WAS A CENTER FLY
HIT A HOME RUN
I TRIED TO GET A STRIKE WITH A BREAKING BALL.
WHILE MAKING HIM SHAKE HIS HEAD,
IZUMI!
I COULD'VE USED THE "FASTBALL" AS THE DECIDING PITCH
THE CURVE BECAME A BALL TO THE OUTSIDE, BUT HE DIDN'T FALL FOR IT SO IT WAS 1-0,
HE IMMEDIATELY DEALT WITH IT AND PULLED IT
BATTING SECOND SECOND BASEMAN SAKAEGUCHI-KUN
OHS OUH
I THINK HE WAS ABLE TO READ ME THAT TIME
WHEN WE THREW A COURSE HE DISLIKED, THE SLIDER TO THE OUTSIDE,
PX PX PX PX PX PX
4

PA RA RA!
HOLD ON A SECOND!
REVIEW THE SIXTH BATTER ONCE!
NEXT, TAKE-NO-UCHI!
THAT TOOK IT DEEP BETWEEN LEFT AND CENTER
PA / PA /
I'LL MEMO-RIZE, TOO!
YOU THREW A FASTBALL DURING HIS FIRST AT-BAT
I'M GOING TO HELP TAJIMA KUN!
GOOD EYE
3
8
THIS GUY HIT A LONG ONE
BATTING SIXTH, KA-SHIMA
BALL!
PA / PA RA
BALL!

WHEN HE THROWS IT IN, I'LL MAKE A FULL SWING.
clench
IT'D BE GREAT TO HIT IT
PA
PA
PA
PA
ALL RIGHT, IT'S 2-0!
PA
RA
RA
!
PA
RA
RA
RA
THE NEXT ONE WILL BE IN
HERE
PA
A
SWING
STARE
BUT EVEN IF I DON'T,
IT'LL ADD PRESSURE!

STARE
PA RA RA
SAYAMA
PA RA RA
I'VE GOT HIM!
OH!
STARE
PA
GO FOR IT, GO FOR IT!
BALL!
KUEEEK
AMA

ぐわぁ
HERE WE GO!
IT'S 3-1～!
Wha—
!
BALL!
BAM

OH PA I PA
DAMN IT!
YOU'RE UP NEXT!
TAJIMA!
PA I RA!

GOOD YA!
GRUNT!

BATTING THIRD, SHORTSTOP, SUYAMA-KUN
OH PA I PA
PA I RAH
NOW, ADVANCE HIM, SUYAMA KUN!
BUNT!
IF I SEND HIM ALONG PROPERLY, TAJIMA WILL BE ABLE TO DO SOMETHING!
SUY YAH MA!
HIT IT!

MI-HASHI!
YOU KEEP ON LISTENING WITHOUT ME!
SAKAEGUCHI GOT ON BASE!
HIT IT!
PA!
OKAY!
SUY YAH MA!

IT'S FINE! STAY THERE!
TAKUMI
ON PA I PA
rubble
PA I RA!
SAYAMA
HIT BY A PITCH
IT WON'T HAPPEN AGAIN, DAMMIT
ON PA I PA
PA I RA!
SU! YA! WA!
THAT SURPRISE ATTACK GOT TO ME
SAYAMA
THIS NORMALLY CALLS FOR A BUNT
SAYAM
PLAY BALL!
SU! YA! WA!
thwack
HIT IT! HIT IT!

SEND
HIS FACE WILL BE RIGHT BEHIND THE BAT..
.SO I'LL BE ABLE TO LOOK HIM RIGHT IN THE EYES
THE SIGN'S A HIGH FASTBALL
PA PA
PAN PAN PAN
I'LL AIM FOR THE BAT
OKAY I'LL FIX THIS.
GET SCARED!
ENRAGE

PA
P
CLUNK
3

TWO OUTS, HUH..
NOW THIS NEXT ONE...

MY SPECIAL TALENT
grin
RIP
TWO OUTS!
IS A COMBINATION OF MY WILD FASTBALL AND SCARY FACE

I WANTED TO PUT A RUNNER ON SECOND FOR TAJIMA-KUN !
KURATA'S EIGHTH
HE'S HAD A CURVE, A SHOOT AND
PA PA PA
Nishiura
IT'S ONE THING TO REMEMBER THE PITCHES I CALL MYSELF,
BUT MEMORIZING OTHERS IS TOUGH.
PA
BATTER UP!
YES!
PA PA PA
BATTING FOURTH, CATCHER, TAJIMA KUN
CON CEN-TRATE
PA PA PA !
I'VE GOT TO
MAKE CONTACT AT THE BAT'S CORE AND FOLLOW THROUGH TO GET A HIT!
PA PA PA !
SAYAMA
UNIFORM NUMBER 6.
KASHIMA'S ALREADY WARMED UP
PA PA PA PA !

THE FIRST PITCH IS.
THIS GUY'S GOING TO SWING FROM THE FIRST PITCH
HE'S GOOD
PAT PAT
HE'S THE ONLY ONE WE NEED TO WATCH OUT FOR.
A FAST BALL!

WE'RE AT TWO OUTS
I HAVE TO CONCENTRATE
PI PI PI PI
WAS THAT A BALL?
NICE PITCH!
PI PI PI PI
MY SWING WAS STILL A LITTLE LATE
WHILE I PUT ON MY GEAR, I'LL LOOK AT THE PITCH MEMO AGAIN
IF I STRIKE OUT, IT'S BACK TO DEFENSE
RIGHT NOW YOU'RE STANDING IN THE BATTER'S BOX!
SKRATCHEN
NO! THAT'S WRONG!
PI PI PI PI
IF I GET ON BASE, I'LL FORGET ALL THE STUFF I'VE BEEN MEMORIZING
I FEEL LIKE...
PI PI PI PI
CONCENTRATE!

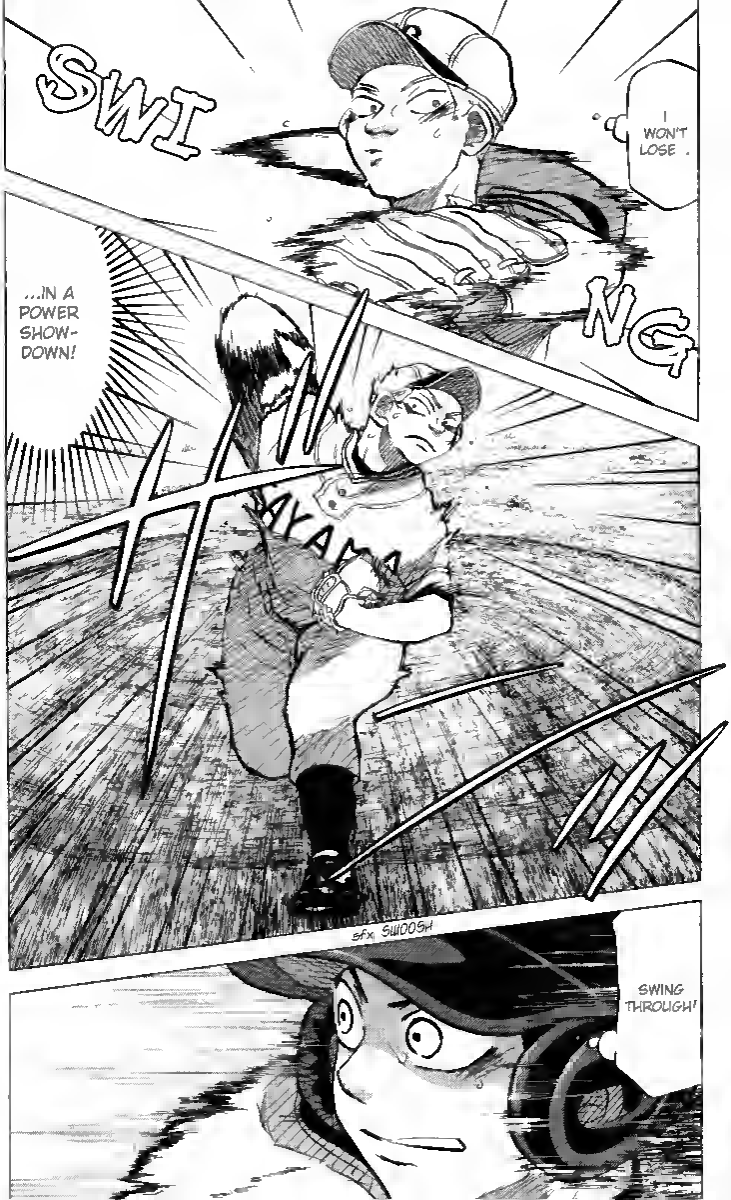
STOP THAT!
YEAH!
CONCEN-TRATE!
PA PA PA
HE'S REALLY FIRED UP.
PAT PAT
WHEN MY OPPONENT YELLS LIKE THAT,
POW
IT ONLY MAKES ME FEEL AT EASE
PA PA PA
I GET THE FEELING THIS GUY IS STILL
LIFT

RATTLED!
sfx: SWOOSH
SA
sfx: CLANG
GOOD
IT'S MY CHANCE!
ZOOM
Pa Pa Ra Ra
Pa

NICE CUT!
DON'T RUSH IT!
YOU'VE CORNERED HIM!
PAD
sfx: BAm
BALL!
CALM DOWN
NICE CUT!
HUH
NI-
HMM
JUST DO AS MUCH AS YOU CAN.
HIT A HOME RUN!
...
HMM
JA! JI! MA!
CUH

NEXT IS A TRICKY ONE!
Pa Pa Ra
clench
Pa Pa Ra
THE COUNT'S 1-2, TAJIMA-KUN!
GOOD EYE!
Pa Pa Ra
LOOKS LIKE YOU'RE REALLY IN YOUR GROOVE NOW, TAKUMI
IT...
pat pat
Pa

EVEN IF WE HAVE A PERFECT DEFENSE, WE HAVE TO SCORE RUNS OR WE CAN'T WIN!
DON'T THINK ABOUT DEFEND-ING!
Pa Pa Ra
SOUNDS GOOD!
OH, A POWER SHOW-DOWN, HUH?
Pa Pa Ra
SAYAMA
Pa Pa Ra

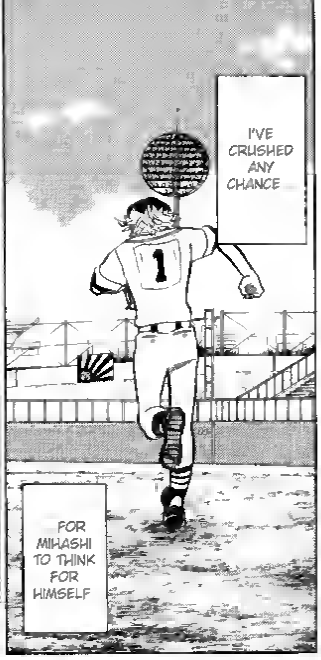

SWI
NG
I WON'T LOSE.
...IN A POWER SHOW-DOWN!
HAYAYA
SFX: SWOOSH
SWING THROUGH!

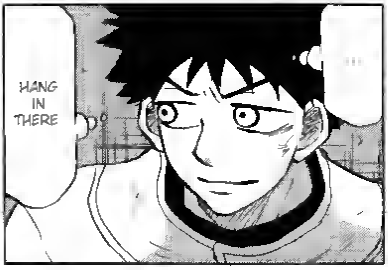
SFX: SWITCH
SFX: THUD
DAMN IIIT..!
..PRETTY TOUGH
BEING BOTH CATCHER AND CLEANUP IS..
NICE PITCH-ING!
YEAH!
CLENCH

YEAH!!
WE'RE JUST GETTING STARTED! STAY FOCUSED!
Nishiura
Y-
YES!
STAND
GET THREE MORE ...
OUTS!
I'LL...
RIOS? NOT YOU TOO
IS THIS RIOS'S GLOVE?
CHIYO-CHAN, GIVE TAJIMA-KUN A HAND
DE-FENSE
OKAY
AGAIN
E-EH!
MI-HA-SHI!
JUMP
Nishiura

...
OKAY!
JUST TRUST TAJIMA THIS INNING AND THROW!
...
CLATTER
I'VE ALWAYS MADE MIHASHI DO AS I SAY..
AND HIS BLIND FAITH..
FELT GOOD.

I CAN ONLY TELL HIM TO TRUST TAJIMA.
EVEN THOUGH TAJIMA CATCHING MAKES ME UNEASY...


I'VE CRUSHED ANY CHANCE
FOR MIHASHI TO THINK FOR HIMSELF


HANG IN THERE

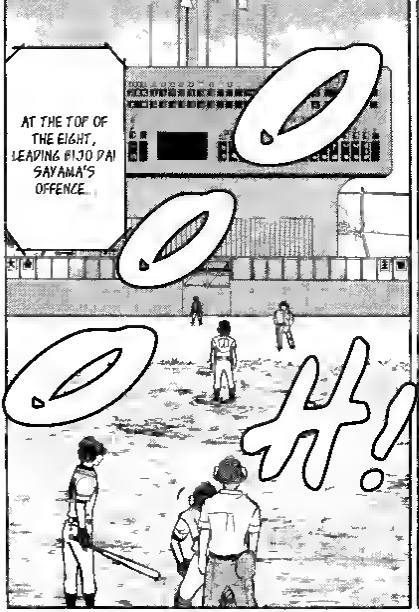
JUST HANG IN THERE!
WHEN THIS GAME'S OVER, I HAVE ... LOT TO APOLOGIZE FOR...

FLING
IN ALL THE GAMES YOU PITCH!
I'LL BE THE CATCHER
TRUST TAJIMA THIS INNING AND THROW!
WAS ALL ABE-KUN COULD SAY
THAT'S WHY THAT
UNTIL NOW, I'VE
BEEN LEAVING ALL THE HARD THINGS TO
ABE-KUN
PAP
I DIDN'T THINK FOR MYSELF
LIKE WHEN HE PROMISED
NOT TO GET HURT
I MADE HIM FEEL
LIKE HE HAD
TO MAKE THAT PROMISE
PAP

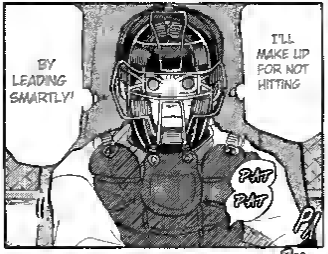
JUST HOW DID I THINK...
ABE-KUN WOULD DO IT ALL...
UNTIL JUST NOW, I BELIEVED IN
THAT PROMISE I FORCED OUT OF HIM
REMEMBERS THE PROMISE
ABE-KUN
...THAT WAS IMPOSSIBLE TO BEGIN WITH
HE WAS BOTHERED THAT HE'D BROKEN A PROMISE...

I'LL TELL HIM
NOT TO WORRY...
WIPE

WE WIN!
AFTER...
Nishimura
大谷
主将

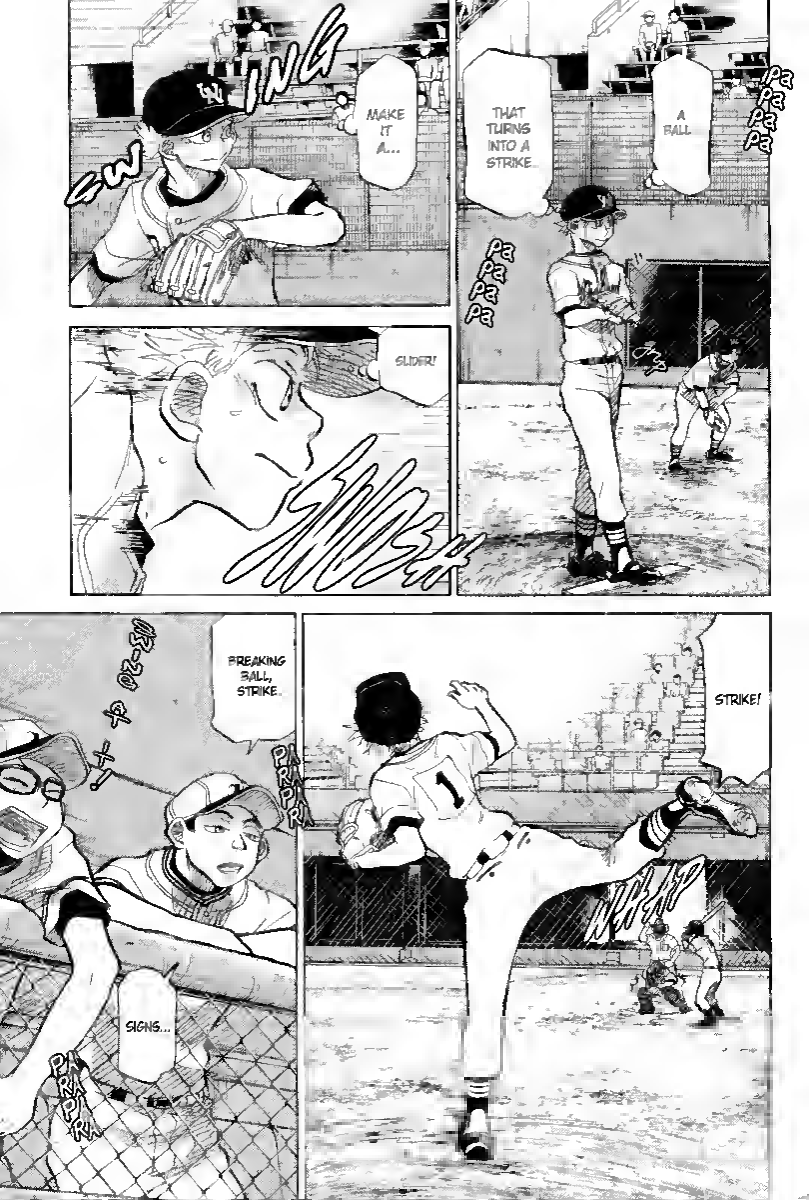

AT THE TOP OF THE EIGHT, LEADING OFF IJO DAI SAYAMA'S OFFENCE...
O
O
O
H!

THE EIGHTH INNING! LET'S DO THIS!


I'LL MAKE UP FOR NOT HITTING BY LEADING SMARTLY!
PAT PAT
PA

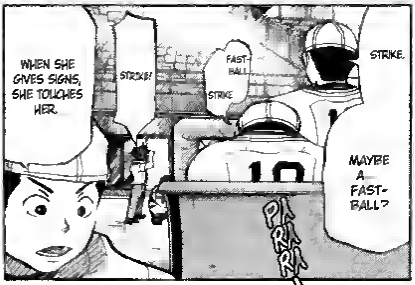
PA PA PA PA
BATTING SIXTH, PITCHER, KASHIMA-KUN
UNIFORM NUMBER 10
KASHIMA IS A POWER HITTER, SO HIGH PITCHES ARE OUT
WE'VE SHOWN HIM THE "FASTBALL" TWICE AND HE STRUCK OUT IN HIS LAST AT-BAT
READY!
PA PA PA PA
YAMA

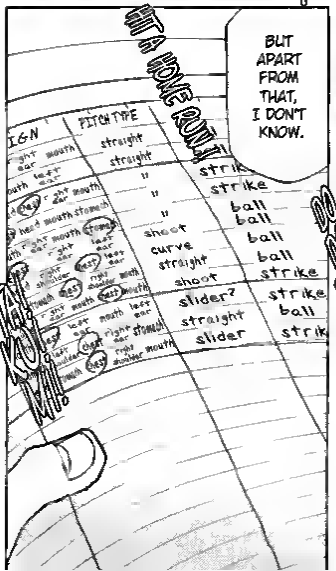
NOD
THE
INSIDE
DO DO DO!!
Nishiura


MAKE IT A...
SLIDER!
A BALL.
THAT TURNS INTO A STRIKE..
Pa Pa Pa Pa
Pa Pa Pa Pa
BREAKING BALL, STRIKE..
SIGNS...
STRIKE!

SW
ING
PI-RRR-PI!

HEAD
LEFT SHOULDER
RIGHT SHOULDER
PI-RRR-PI!
PI-NT
PI-NT
CHEST
MOUTH
PI-RRR-PI!

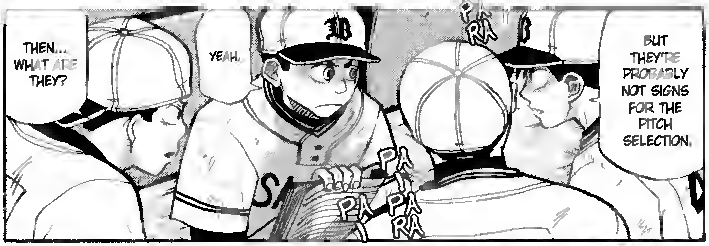

WHEN SHE GIVES SIGNS, SHE TOUCHES HER.
STRIKE!
FAST-BALL
STRIKE
STRIKE.
MAYBE A FAST-BALL?
PI-RRR-PI!


BUT APART FROM THAT, I DON'T KNOW.
HIT A HOME RUN!
IGN
PITCH TYPE
straight
straight
"
"
"
shoot
curve
straight
shoot
slider?
straight
slider
strike
strike
ball
ball
ball
strike
strike
ball
strik
THANK YOU VERY MUCH!

PI-RRR-PI!
RIGHT SHOULDER, LEFT SHOULDER, HEAD, CHIN, MOUTH, EAR, CHEST, STOMACH
OOOOOOH!
THE ONLY ONE SHE TOUCHES EVERY TIME IS HER CHEST, SO I THINK THAT'S THE KEY.

THIS KIND OF MAKES ME WANT TO GIVE UP.
GEEZ...
TAKUMI.
TAKUMI.
FROM THE BENCH PRETTY MUCH ALL YOU CAN TELL IS WHETHER THE BALL IS HIGH OR LOW.
HUH?
PA RR!
PA DO DO
CAN YOU REALLY MAKE DECISIONS BASED ON THAT?
DO DO DON!
YAMA
BUT...
WOULD SHE SPECIFY THE PITCH SELECTIONS...
THANKS FOR YOUR TROUBLE.
PA DO DO
IF I WERE THE COACH, I'D LEAVE THE PITCH CALLING TO THE CATCHER.
WHOA!
YOU'RE HEAVY!
WHY?
DO DO DON!
PA RR
SAYAMA
THAT'S THE PROBLEM?
PA DO DO DO
THIS GUY HAS AWESOME CONTROL, RIGHT?
COULDN'T THEY DO IT IF HE WAS THROWING AS INSTRUCTED?

THEY SWITCHED IN A SHRIMP.
I DON'T THINK SENDING HIM IN, WAS AN IMPROMPTU DECISION
YEAH
I DON'T GET THAT FEELING, EITHER.
BUT SHE IS GIVING OUT SIGNS ..
EAR
MOUTH
STOMACH
CHEST
HEAD
RIGHT SHOULDER
PI PI PI PI PI


BUT THEY'RE PROBABLY NOT SIGNS FOR THE PITCH SELECTION.
YEAH.
THEN... WHAT ARE THEY?
PI PI PI PI PI

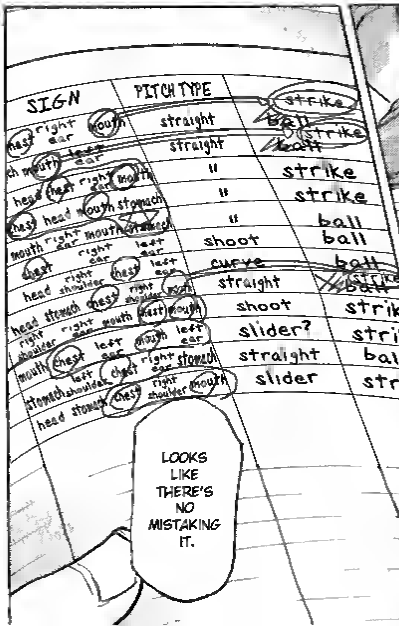
IF IT'S NOT FOR PITCH SELECTION, THEN COURSE WOULD BE EVEN LESS LIKELY, RIGHT?
1
GA

MAYBE SOMETHING TO DO WITH THE BALL COUNT?
IF NOT...
THEY'RE ALL JUST DUMMY SIGNS...?
PARRR
PIRRR
RAP
NICE, RIGHT!
BAG.
!
I GUESS I STILL DON'T REALLY GET IT
GIVE IT HERE.
PIRRR
PIRRR
PIRRR
PIRRR
WAIT
BATTING SEVENTH FIRST BASEMAN MATSUSHITA KUN
WHAT IF WE JUST LOOK AT THE STRIKES.
PIRRR
PIRRR
OR SO I THOUGHT
HOW'S THAT!

SHE ALWAYS TOUCHES HER "MOUTH" ON A STRIKE,
BUT ALSO SOMETIMES ON A BALL
PIRRRR
SINCE SHE DIDN'T TOUCH ANYTHING AFTER THE KEY ON THE SIXTH PITCH...
PIRRRR
...I THINK THE SYSTEM IS BASED OFF WHAT SHE DOES OR DOESN'T TOUCH AFTER THE KEY
PIRRRR
ON MY AT-BATS HERE AND HERE...
...THE PITCHER CLEARLY MADE THIS 'AW, CRAP' FACE
PIRRRR
I REMEMBER SEEING IT, TOO.
Let me see
OH RIGHT, YOU GOT A WALK THEN
HE CHALLENGED THE BATTER AND THREW BALLS INSTEAD, SO AREN'T THEY EXCEPTIONS...
PIRRRR
PIRRRR
IF YOU TAKE OUT THOSE THREE...
GRAAA

LEFT!
NICE,
NISHINOMIYA HIGH SCHOOL

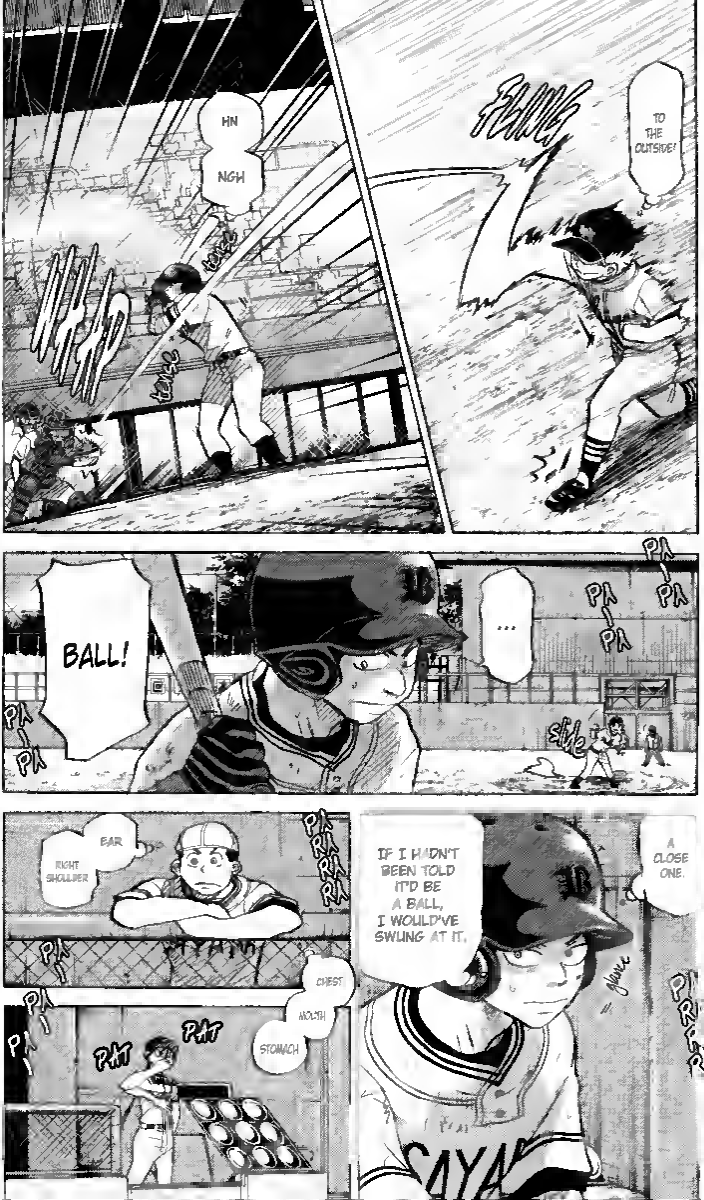
GOT IT!
10


SIGN
PITCH TYPE
straight
ball
strike
shoot
curve
slider?
slider
LOOKS LIKE THERE'S NO MISTAKING IT.

THIS IS
GOLD.

TIME OUT! TIME OUT!
TA-KE-SHI!
COACH!
GO!
RIGHT!
WHAT?
HUH?
KENTA WILL GIVE YOU THE SIGNS.
GOT IT.
G-
PI PI PI!
& AND HIT IT!
YEH!
PI PI PI!
TA-KE-SHI!
THAT'S ODD THERE'S NO RUNNER.

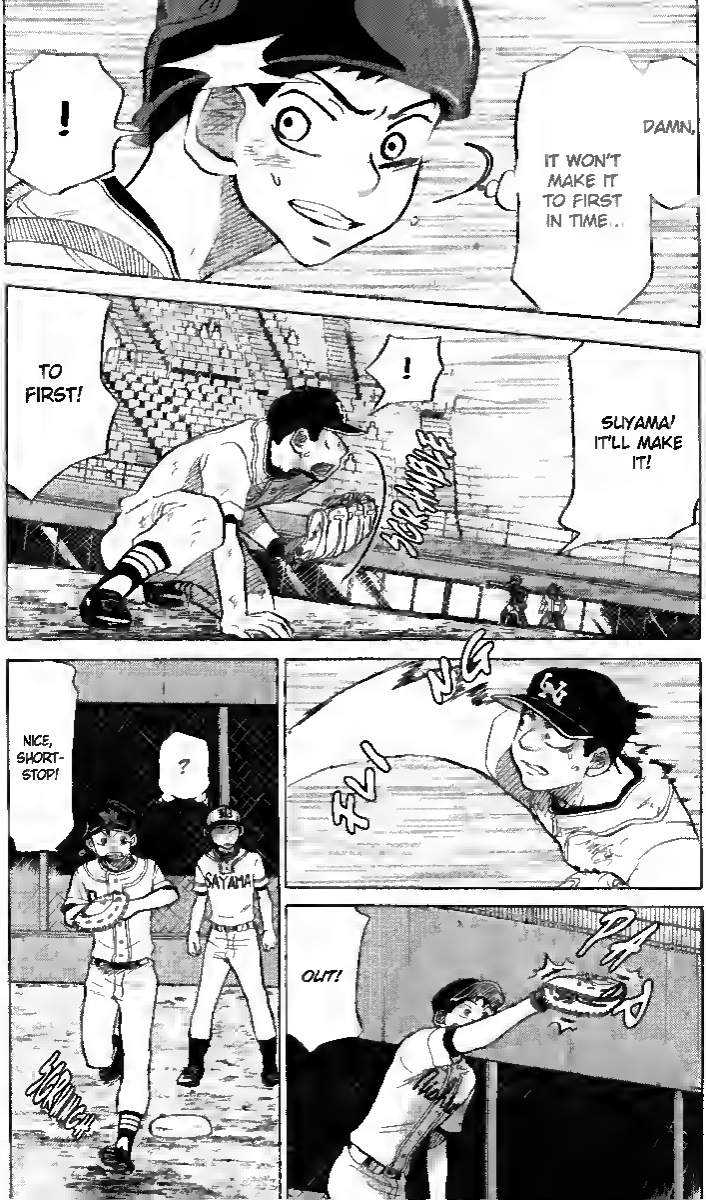
SO THEIR NINTH BATTER IS UP FIRST NEXT INNING
I NEED TO END THIS INNING NOW,
TAI KE SHI
PA
WHAT DID HE HAVE TO SAY THAT CALLED FOR A TIME OUT?
READY!
PA PA PA
PA PA PA
SO THEY'RE GONNA THROW ME A BALL?
PA PA PA PA PA
IS ONE PITCH ENOUGH TO FIGURE SOMETHING OUT?
PWT PWT
THE FIRST SIGN IS FOR A BALL.
PA PA
PA PA PA
LOW AND OUTSIDE.
POW
FIRST
OH
PA
SW
1
NG
A CURVE BALL.

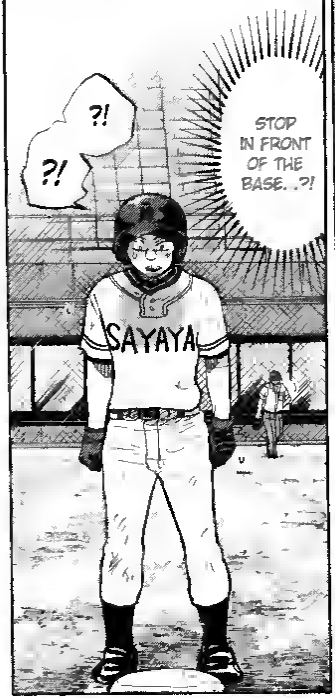

HN
NGH
TO THE OUTSIDE!
BALL!
...
A CLOSE ONE.
EAR
RIGHT SHOULDER
CHEST
MOUTH
STOMACH
IF I HADN'T BEEN TOLD IT'D BE A BALL, I WOULD'VE SWUNG AT IT.

BUT I NEED TO GET A HIT BEFORE THAT FASTBALL COMES AGAIN
I CAN'T READ THIS GUY'S PITCH CALLING,
NEXT ONE'LL BE IN THE ZONE, HUH.
HIT A HOME RUN!
A STRIKE
SWING
FLAP
HIT A HOME RUN!
PAT PAT
HA! KA! SHI!
LOW CATCH THE
INSIDE.
THE ONLY ONE I HAVEN'T HIT IS THE SHOOT
I BET THAT'S NEXT
PA PA PA
I'LL GO WITH A SHOOT HERE.
HE'S HIT THE CURVEBALL AND THE SLIDER .
HA! KA! SHI!

SWOOSH
CORNER!
INSIDE!
THAT'S IT!
THE SHOOT!
SAYAMA

SHORT-STOP!
ZOOM
THUD
PAP
DIVE
SU-
SUIYAMA KUN!
THUD


!
DAMN, IT WON'T MAKE IT TO FIRST IN TIME..
TO FIRST!
!
SUGIYAMA! IT'LL MAKE IT!
SUGIYAMA
NICE, SHORT-STOP!
?
SAYAMA
SUGIYAMA
ナイス
OUT!
PA

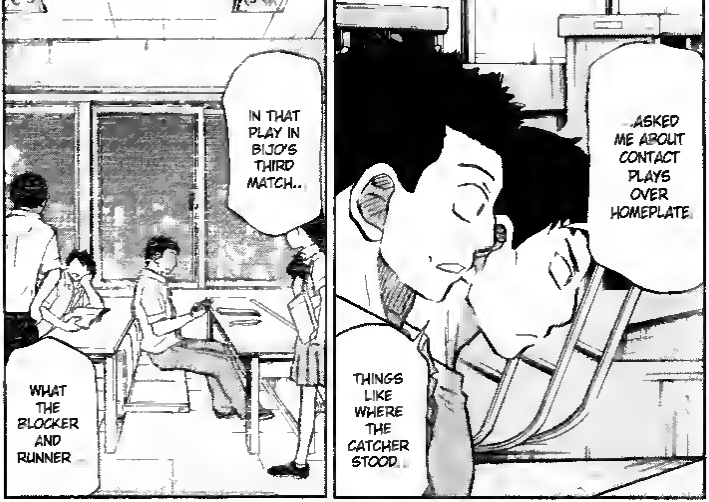

?!
?!
STOP IN FRONT OF THE BASE...?!
SAYAYA

WHAT THE HELL'S HE DOING?!
HAH?!
?

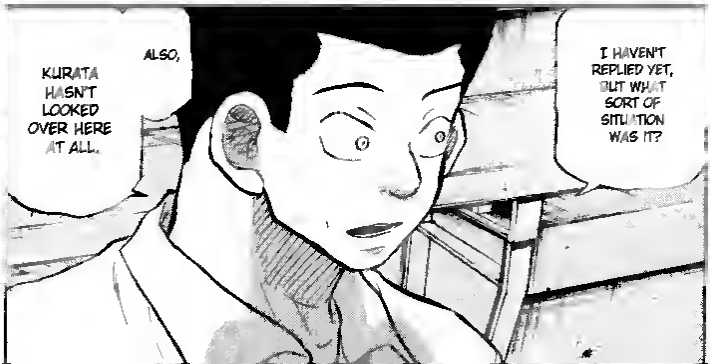
DID THE RUNNER

OH,
SO I WAS SAYING...
SURE DOESN'T LOOK LIKE THAT TO ME?
ACTUALLY, RIOU...

MAYBE THERE'S SOMETHING WRONG WITH HIS LEGS?


IN THAT PLAY IN BIJO'S THIRD MATCH..
WHAT THE BLOCKER AND RUNNER
ASKED ME ABOUT CONTACT PLAYS OVER HOMEPLATE.
THINGS LIKE WHERE THE CATCHER STOOD..

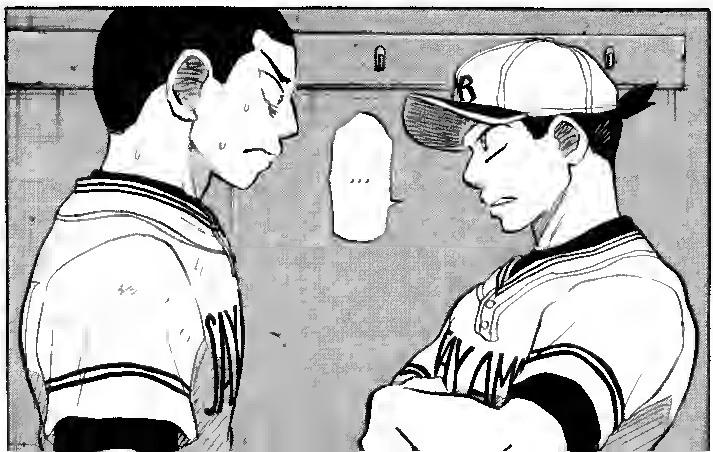
Is that allowed? Also, Jun-san's playing hooky and everyone's mad at him. Do you think you could say something to him about it?
MESSAGE
OPTIONS
..CAN GET AWAY WITH


I HAVEN'T REPLIED YET, BUT WHAT SORT OF SITUATION WAS IT?
ALSO,
KURATA HASN'T LOOKED OVER HERE AT ALL.

ROKA SAN...
JUST SHUT UP ALREADY!
...SORRY.
WHAT A TEMPER.
THAT'S NOT IT.
THERE'S SOMETHING ELSE GOING ON
WHAT THE HELL WAS...
THAT BASE RUNNING!
IF YOU DON'T FEEL LIKE PLAYING SERIOUSLY...
QUIT!
SAYAMA
SAYAMA

I'M SORRY!
HUH?
OR IS IT BECAUSE OF THE THREE POINT LEAD,
HAVE YOU BURNT OUT?

I DON'T!
IF YOU'VE GOT AN EXCUSE, GO AHEAD, TRY IT.


...

IT'S NOT LIKE HIM TO MAKE SUCH AN ERROR.
HE'S USUALLY SO PASSIONATE...
YOU'LL BE SWITCHED OUT RIGHT AWAY AND YOU'LL NEVER PLAY AGAIN!
IF THIS HAPPENS AGAIN,
TURN
YES, SIR!
WHAT WAS THAT?
I KNOW PERFECTLY WELL THAT
RUNNING THROUGH THE BASE
WOULD HAVE BEEN FINE IN THAT SITUATION
SO WHY DID I...
GET CONFUSED ABOUT WHETHER TO RUN THROUGH...
OR SLIDE INTO THE BASE?

HANAI KUN!
I'M SURE YOU'LL HIT IT!
HANAI! YOU BETTER GET ON BASE!
LISTEN!
SURE LOOKS DIFFICULT
OH?
OKAY!
I'M UP AFTER YOU, SO PLEASE GET A HIT!
HANAI!
ALL RIGHT, MIHASHI! LET'S FINISH REVIEWING!
OKAY!
OKAY!

AND I DOUBT THE REST OF OUR LINEUP CAN GET A HIT.
IT'S ALREADY THE EIGHTH.
IT'S RARE OKI WOULD SAY SOMETHING LIKE THAT.
NI-SHI-HI-RO!
AH.
WE NEED FOUR RUNS
IN TWO INNINGS
OH, RIGHT OKI HASN'T HIT MUCH IN THIS TOURNAMENT...

I HAVE TO GET ON BASE!
BOTTOM OF THE EIGHTH, NISHIURA'S OFFENCE.
BATTING FIFTH, RIGHT FIELDER, HANAI-KUN.
HAWK, I'M COUNTING ON YOU!
UNIFORM NUMBER 9
Nishiura

OMAKE

Hello there

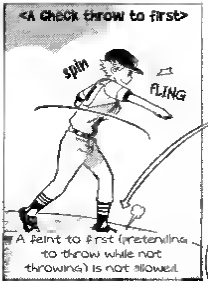
The subject this time is "BALKS."

In volume 12, I wrote briefly about pitching violations

I wrote something like this.

This arrow's (->) act is to "(first part omitted) prevent the pitcher from intentionally deceiving the batter (last part omitted)" as that is not allowed and is a "BALK" violation so the pitcher will receive a penalty.

Now, let's look at the disallowed items (a) ~ (h)!


<A Check throw to first>
SPIN
FLING
A feint to first (pretending to throw while not throwing) is not allowed.
When you throw a pitch, you step in the direction of the base and throw
Snap throws (without taking a step) for a pickoff is against the rules
Stepping to the front (towards the batter) so at a confusing angle is against the rules

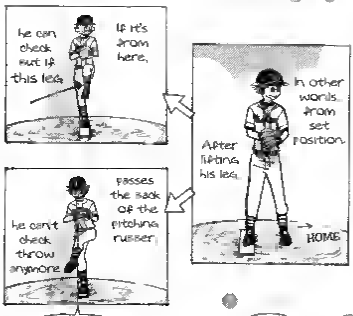
8.05 notes

8.05

WHEN THERE IS A RUNNER ON BASE, IT IS A BALK WHEN...

(a)

A PITCHER TOUCHES THE PITCHING RUBBER, BUT INTERRUPTS THE PITCH AFTER MOVING TO THROW


He can check, but if this leg
If it's from here,
In other words, from set position.
After lifting his leg,
HOME
He can't check, throw anymore
passes the back of the pitching rubber.
Second base is OK!
Back of the pitching rubber

[Quote]
If a pitcher, whether left or right handed, raises his free foot past the back of the pitching rubber, he must pitch to the batter. However, a throw to second base is allowed on a pickoff play to a runner on second

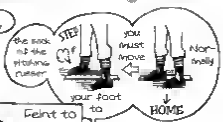
(b)

IF A PITCHER TOUCHES THE PITCHING RUBBER, BUT ONLY FAKES A THROW TO FIRST, AND NOT ACTUALLY THROWS

(c)

IF A PITCHER TOUCHES THE PITCHING RUBBER, BUT DOES NOT STEP DIRECTLY TOWARD THE BASE BEFORE THROWING TO THAT BASE

This is about what I wrote in volume 12



- Even if it's only a feint if the angle of the step is judged as misleading it is a balk.

- If pushing off from the pitching rubber the angle of the leg won't be questioned.

- Normally you must place your foot behind the pitching rubber but...

Only in this case if the pivot foot moves from the pitching rubber, it's fine.

Also if there isn't a runner during a balk it just adds to the ball count. However for batters who arrive at first base because of a hit, four balls, errors and other reasons the balk call takes priority and without adding to the count, the runner advances.

A balk occurs when:

- the pitching movement is violated (this is a reference from volume 2.)
- pitching to the batter while not touching the pitching rubber
- it is a quick pitch

(e) IF A PITCHER THROWS A QUICK PITCH

However if this is for a play there are no restrictions.

(d) IF A PITCHER, WHILE TOUCHING THE PITCHING RUBBER, THROWS TO A BASE WITH NO RUNNER, OR PRETENDS TO THROW

Ex.

That means it's okay to throw to second base when trying to catch a runner on first attempting to steal

"The quick pitch is dangerous and should not be permitted."
-Rule 8.05 (e) [Quote]

These are the strict rules that forbid it

However, if the batter's stance falters after the pitcher has already started the pitching motion, the pitch is not hindered.

But if the pitch stops, it will violate rule (a) and become a balk.

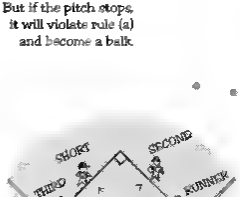
Pitching to a batter when he is not fully in position, or placing your foot on the pitching rubber and pitching right after having moved your foot will be judged as a quick pitch.

A quick pitch is..

(h) IF A PITCHER TRIES TO UNNECESSARILY DELAY A MATCH

(g) IF A PITCHER DOES NOT TOUCH THE PITCHING RUBBER, BUT MAKES THE MOVEMENTS TO PITCH

(f) IF A PITCHER PITCHES WHILE THE BATTER IS NOT PREPARED



Just like in (d) if the runner attempts to steal a base throwing to the next base is OK.

Prohibited actions for pitchers

"A pitcher throwing to a fielder other than the catcher to purposefully delay a match while a batter is in the batter box."

—8.02(C)

When there is only a runner on first base if the pitcher throws to the second baseman or shortstop when they are not actually covering second base or to the third baseman, it will be considered a balk.

Talking as if everything's normal
YEAH, THANKS!
DON'T WORRY ABOUT IT. LET'S GO!
but instead of running it...
moved it to his glove
HIDDEN BALL TRICK
For example, if the first baseman seemingly brings the ball back to the toter
MU-HA-HA-HA!!
JOG
JOG
Innocently returning to his position
TOUCH!
When the runner leaves the base unsuspecting because he thinks the pitcher has the ball
you nail him
OUT!

(1)

THE PITCHER, WITHOUT HAVING THE BALL, STANDS ON OR ASTRIDE THE PITCHER'S PLATE OR WHILE OFF THE PLATE, HE FEINTS A PITCH.

In baseball there is something known as the "hidden ball trick."

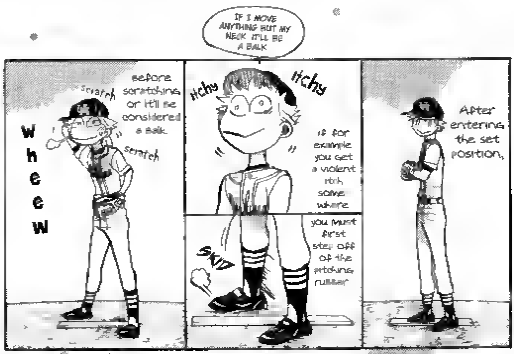
The play is legal, but if it succeeds too easily it's boring for the game, which is apparently why rule (1) was created.

To explain how it works... The "hidden ball trick" occurs when the runner leaves the base while under the impression that the pitcher has the ball and is then tagged out.

However under rule (1) a pitcher cannot step on the pitching plate if he does not have the ball.

So in short: if a runner always makes sure the pitcher is on the plate before leaving the base, he won't encounter a hidden pitch.

In high school baseball, almost every team is extremely thorough about this, so a hidden pitch is almost never seen.


IF I MOVE ANYTHING BUT MY NECK, IT'LL BE A BALK
Wheew
Scratch
before scratching, or it'll be considered a balk.
Scratch
Itchy
Itchy
If, for example, you get a violent itch, some where
you must first step off of the pitching rubber
SKIT
After entering the set position,

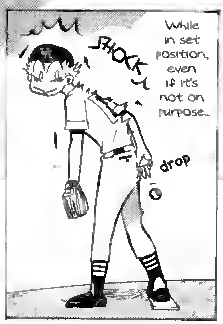
(j)

THE PITCHER, AFTER COMING TO A LEGAL PITCHING POSITION, REMOVES ONE HAND FROM THE BALL OTHER THAN IN AN ACTUAL PITCH, OR IN THROWING TO A BASE;

Well, rather than fully "holding" the ball, it's more like they hang onto it with their fingers...

Something along the line of those two cases. Because pitchers hold the ball so gently, the risk of dropping it exists.

or



K

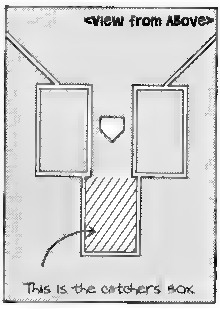
THE PITCHER, WHILE TOUCHING HIS PLATE, ACCIDENTALLY OR INTENTIONALLY DROPS THE BALL

I

Vol. 09 p. 197 close-up

An intentional walk

"... when the batter is being given an intentional base on balls, the catcher must stand with both feet within the lines of the catcher's box until the ball leaves the pitcher's hand ..."
¶ 03(a)



THE PITCHER, WHILE GIVING AN INTENTIONAL BASE ON BALLS, PITCHES WHEN THE CATCHER IS NOT IN THE CATCHER'S BOX

M

Well then it's about time so to the Volume 11 preview we

GO!

Those are the types of things I think I'd like to write about

and

Is the ball always dead after a balk?

Are balk pitches recorded in the pitching count? Or not?"

And there you have it the thirteen points meant to combat balks!

This time, I ended with an explanation of various rule violations... but in truth, this only scratches the surface of the subject.

And so next time...

THE PITCHER DELIVERS THE PITCH FROM SET POSITION WITHOUT COMING TO A STOP

Source: http://mlb.mlb.com/mlb/downloads/y2010/official_rules/2010_Official_Baseball_Rules.pdf

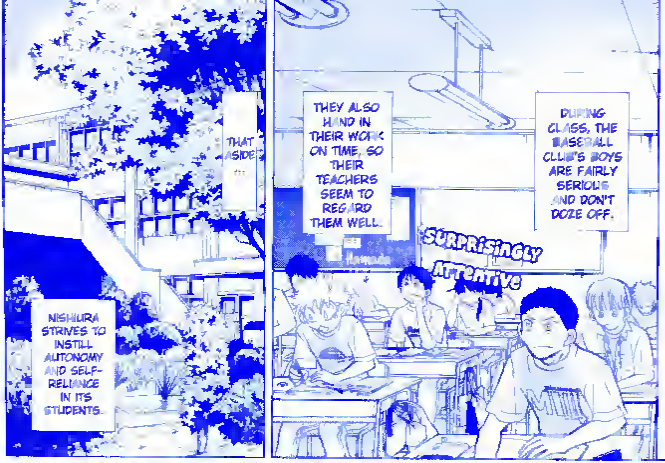
TV BROADCAST
ABE'S INJURY
ROKA'S EXPECTATIONS
NINTH INNING!
NISHIHIRO'S FIRST APPEARANCE
MIHASHI AND TAJIMA'S...
BATTERY!

TOP OF THE NINTH, BIJO DAI SAYAMA HIGH SCHOOL'S OFFENCE...
OH
LET'S FINISH THIS!
OH
A LOT HAS HAPPENED IN THE BIJO DAI SAYAMA MATCH...
IT CONCLUDES IN THE NEXT VOLUME!
OH

Ookiku Furikabutte Volume 13

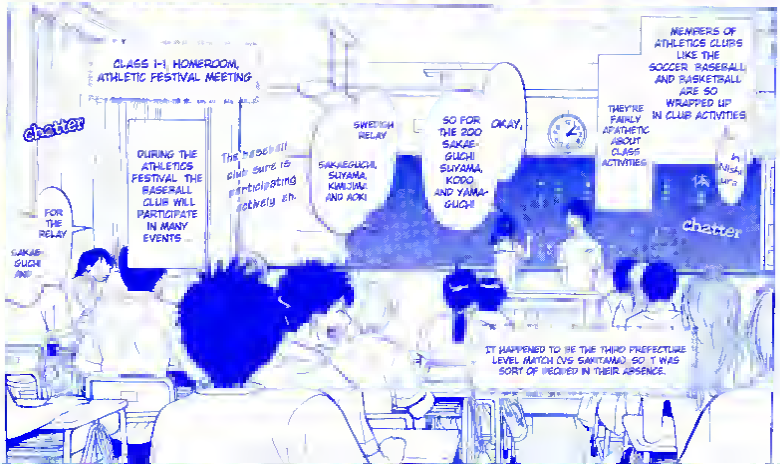
Higuchi Asa

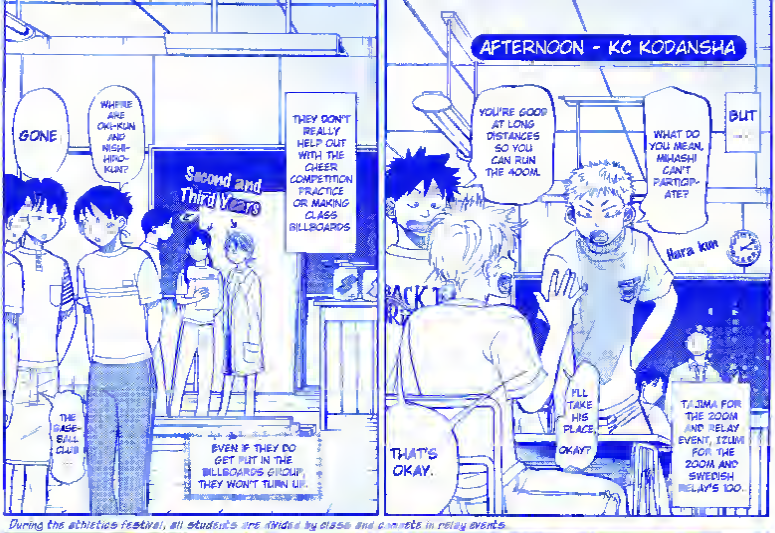
About School Life Outside of Club Activities...


NISHIURA STRIVES TO INSTILL AUTONOMY AND SELF-RELIANCE IN ITS STUDENTS.
THAT ASIDE, ...
THEY ALSO HAND IN THEIR WORK ON TIME, SO THEIR TEACHERS SEEM TO REGARD THEM WELL.
DURING CLASS, THE BASEBALL CLUB'S BOYS ARE FAIRLY SERIOUS AND DON'T DOZE OFF.
SURPRISINGLY ATTENTIVE

CLASSES THAT ARE INTO THEM REALLY GET INTO THEM... BUT...
MANY MONTHS ARE SPENT PREPARING, ESPECIALLY FOR EVENTS SUCH AS THE CULTURAL & athletic FESTIVALS.
welcome!
chatter
LIKE THE WESTERN-JAPANESE FUSION CAFES DURING THE CULTURAL FESTIVAL
chatter
WAFFLE and DANGO
MANY SCHOOL EVENTS ARE RUN BY STUDENTS

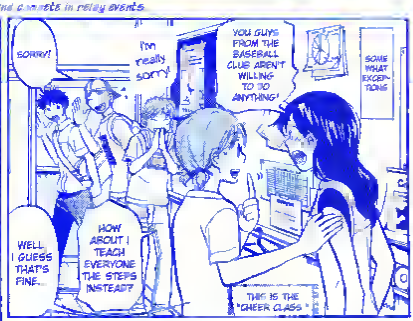
Swedish Relay Teams of four with each runner running distances of 100m, 200m, 300m or 400m.

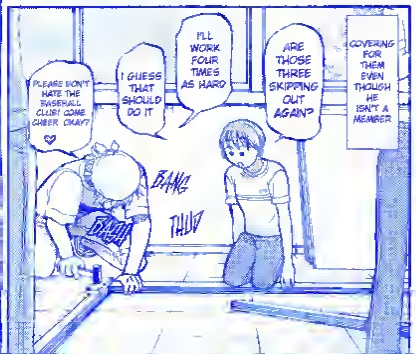

CLASS 1-1, HOMEROOM, ATHLETIC FESTIVAL MEETING
chatter
DURING THE ATHLETICS FESTIVAL THE BASEBALL CLUB WILL PARTICIPATE IN MANY EVENTS...
The baseball club sure is participating actively in...
FOR THE RELAY
SAKAEGUCHI AND...
SWEDISH RELAY
SAKAEGUCHI, SUYAMA, KIKUJIMA AND AOKI
SO FOR THE 200 SAKAEGUCHI SUYAMA, KODO AND YAMAGUCHI
OKAY,
MEMBERS OF ATHLETICS CLUBS LIKE THE SOCCER, BASEBALL AND BASKETBALL ARE SO WRAPPED UP IN CLUB ACTIVITIES
THEY'RE FAIRLY APATHETIC ABOUT CLASS ACTIVITIES
chatter
IT HAPPENED TO BE THE THIRD PREFECTURE LEVEL MATCH (VS SAKITAMA), SO T WAS SORT OF INCLINED IN THEIR ABSENCE.


GONE
WHERE ARE OKI-KUN AND NISHI-HIRO-KUN?
THE BASE-BALL CLUB...
Second and Third Years
THEY DON'T REALLY HELP OUT WITH THE CHEER COMPETITION PRACTICE OR MAKING CLASS BILLBOARDS
EVEN IF THEY DO GET PUT IN THE BILLBOARDS GROUP, THEY WON'T TURN UP.
AFTERNOON - KC KODANSHA
YOU'RE GOOD AT LONG DISTANCES SO YOU CAN RUN THE 400M.
WHAT DO YOU MEAN, MIHASHI CAN'T PARTICIP-ATE?
BUT...
Hara kun
I'LL TAKE HIS PLACE. OKAY?
THAT'S OKAY.
TAJIMA FOR THE 200M AND RELAY EVENT, IZUMI FOR THE 200M AND SWEDISH RELAY'S 100.

During the athletics festival, all students are divided by class and compete in relay events.

...THEY'RE HEADING STRAIGHT TO PRACTICE AGAIN!
All right, made it before 4!
AT THE END OF THE DAY, THEIR CLASSMATES MAY RESENT THEM, BUT...


SORRY!
I'm really sorry!
YOU GUYS FROM THE BASEBALL CLUB AREN'T WILLING TO DO ANYTHING!
SOME HAVE EXCEPTIONS
WELL, I GUESS THAT'S FINE...
HOW ABOUT I TEACH EVERYONE THE STEPS INSTEAD?
THIS IS THE "CHEER CLASS"


PLEASE DON'T HATE THE BASEBALL CLUB! COME CHEER, OKAY? ♡
I GUESS THAT SHOULD DO IT
I'LL WORK FOUR TIMES AS HARD
ARE THOSE THREE SKIPPING OUT AGAIN?
COVERING FOR THEM EVEN THOUGH HE ISN'T A MEMBER
BANG
THUD